computer and video games

ISSUE 219
The world's Original games mag
£1.99

QUAKE 3 ARENA

FRAG YOU FATTY

DK64

12-page players' guide.
Be an expert this weekend

HWOARANG
45
JIN
WINS 4

THE FUTURE OF GAMING

What will you be playing in 2000 and beyond?

CRAZY TAXI

Dreamcast's best game?

POKEMON

Gold, Silver & Stadium:
Gotta play 'em all

LOOK! UNDER HERE

WELCOME TO computer and video Games

ISSUE 219 FEB 2000
www.computerandvideogames.com

COVER STORY

QUAKE 3 ARENA 6
Ladies and gentlemen, we are proud to present the most awesome, blood-thirsty fragfest you've ever played. Choose your skin and prepare to die

REVIEWS

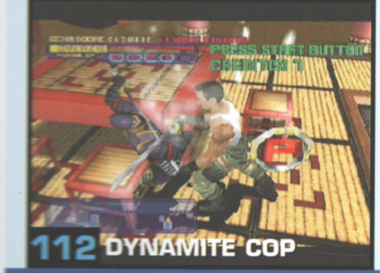
THE ONLY TESTS TO TRUST

78 RESIDENT EVIL 3

RESIDENT EVIL 3: NEMESIS 78
Prepare to crap yourself, again and again
THIS IS FOOTBALL 82
But is it any good?
SUPERCROSS 2000 82
Mud-pluggin' two-wheel stylie
WHEEL OF TIME 83
Make your stand against the forces of evil
URBAN CHAOS 86
Rule the streets – as a female cop
NHL FACEOFF 2000 88
Fight! Fight! Fight! Fight! Fight!
BATTLEZONE 2 88
Hybrid of RTS and first-person shooter
VIRTUA STRIKER 2 90
World-class Dreamcast footie action
F1 WORLD GRAND PRIX 92
High-speed action on PlayStation
INDIANA JONES AND THE INFERNAL MACHINE 93
Adventure with a very big whip
JET RIDER 3 93
Ultra-fast hover-bike mayhem
READY 2 RUMBLE 95
Throw your weight around on PlayStation
ARCADE PARTY PAK 96
It's a classic, mate
STAR TREK: HIDDEN EVIL 96
Set phasers to almost stun
THRASHER: SKATE AND DESTROY 97
Big air, or big arse?
HALF-LIFE: OPPOSING FORCE 98
Will the sequel shine too?
INTERNATIONAL TRACK & FIELD 2 100
Bleeding thumbs and knackered pads
GAME BOY 104
Take it wherever you go
DRAGON WARRIOR MONSTERS 106
Pokémon has some tasty competition
NEO GEO 106
Baseball Stars and *Dark Arms*
SEGA WORLDWIDE SOCCER 2000 112
It's a game of two halves
DYNAMITE COP 112
It's all over far too soon
DELTA FORCE 2 114
Win a real bazooka!

95 READY 2 RUMBLE

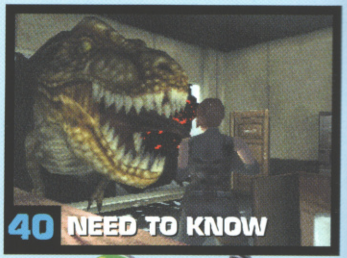
HAMMER THROW
W.R
86.74
QUALIFY
68.73
100 TRACK & FIELD 2



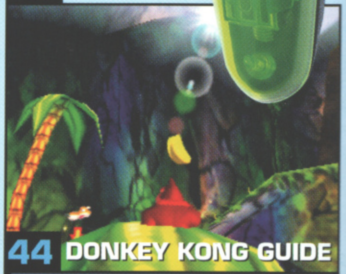
112 DYNAMITE COP

MAXIMUM FUN

WHAT TO PLAY, HOW TO WIN


40 NEED TO KNOW

42 PERIPHERAL VISION


44 DONKEY KONG GUIDE

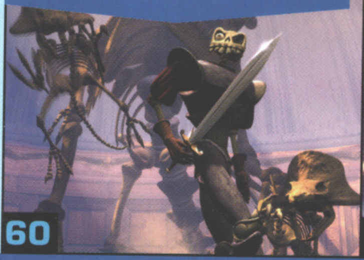
63 THINGS TO COME

WHAT YOU NEED TO KNOW 40
The CVG answer machine in full effect
PERIPHERAL VISION 42
Stuff to buy and stuff to win
DONKEY KONG 64 GUIDE 44
Twelve pages of brilliant tips and hints
BEST EVER PUZZLE GAMES 56
Simple but very addictive
EASY MONEY 58
Earn money for your tips
THE SHAPE OF THINGS TO COME 63
We've seen the future. You can too

SOMETHING FOR NOTHING

MAKE-IT-YOURSELF PLAYSTATION 2
Where will you put yours?
QUAKE 3 ARENA 13
Win copies of the game, right here
WIN A REAL PLAYSTATION 2 16
In two months you could have one
MAGIC: THE GATHERING 30
Great card game. For free
WIN £100 39
Money for nothing
JOYPADS AND ACCESSORIES 42
Smart new gear to give away
DONKEY KONG 64 44
Read the guide, now win the game
INTERNATIONAL TRACK & FIELD 2 103
Copies must be won
DRAGON WARRIOR MONSTERS .. 106
Game Boy fun must be won
DELTA FORCE 2 114
Stealth rules. Win some cool stuff

FREE POSTERS


60

EVERY MONTH

SUBSCRIBE... and save wonga 74
MAILBAG "Did Dan really drink water out of the toilet

COVER STORY

QUAKE 3 ARENA 6
Ladies and gentlemen, we are proud to present the most awesome, blood-thirsty fragfest you've ever played. Choose your skin and prepare to die

REVIEWS

QUAKE 3 ARENA

INSTANT PLAYER GUIDE

computer and video games

219

£1.99

DK64

THE FUTURE OF GAMING

CRAZY TAXI

POKEMON

LOOK!

QUAKE 3 ARENA

FRAG YOU FATTY

UM FUN

WHAT YOU NEED TO KNOW 40
The CVG answer machine in full effect

PERIPHERAL VISION 42
Stuff to buy and stuff to win

DONKEY KONG 64 GUIDE 44
Twelve pages of brilliant tips and hints

BEST EVER PUZZLE GAMES 56
Simple but very addictive

EASY MONEY 58
Earn money for your tips

THE SHAPE OF THINGS TO COME 63
We've seen the future. You can too

SOMETHING FOR NOTHING

MAKE-IT-YOURSELF PLAYSTATION 2
Where will you put yours?

QUAKE 3 ARENA 13
Win copies of the game, right here

WIN A REAL PLAYSTATION 2 16
In two months you could have one

MAGIC: THE GATHERING..................30
Great card game. For free

WIN £100 39
Money for nothing

JOYPADS AND ACCESSORIES 42
Smart new gear to give away

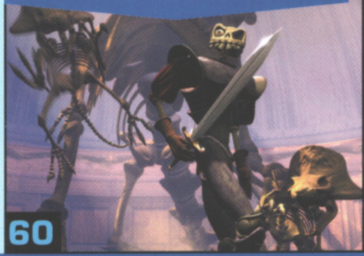
DONKEY KONG 64 44
Read the guide, now win the game

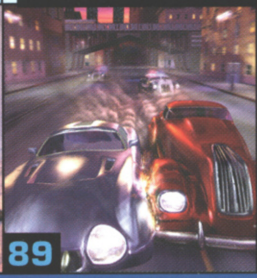
INTERNATIONAL TRACK & FIELD 2 103
Copies must be won

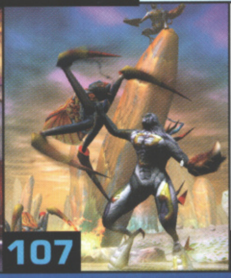
DRAGON WARRIOR MONSTERS ..106
Game Boy fun must be won

DELTA FORCE 2 114
Stealth rules. Win some cool stuff

FREE POSTERS


60


89


107

113

SCOOP!

THE HOTTEST NEW GAMES, THE LATEST NEWS, THE BEST PRODUCTS

22 ACCESS ALL GAMES

26 RALLY CHAMPIONSHIP

ELITIST M-16
32 BEAT MANIA

GRAN TURISMO 2..............................18
Played to death. Loved to bits

ACCESS ALL GAMES 22
The coolest games coming your way

CRAZY TAXI 24
The fun game of 2000, on Dreamcast

RALLY CHAMPIONSHIP 26
This month, it's a total rally-fest...

RALLY MASTERS 26
... with more rallying, only different

COLIN MCRAE RALLY 2 27
Can they really improve on the original?

POKEMON 28
Gold, *Silver* and *Stadium*

SPACE DEBRIS....................................29
There's no junk here

REPUBLIC 29
Awesome. Just awesome

ISS MILLENNIUM................................30
Everything the N64 needs

BEATMANIA 32
It'll send you into one

MICRO MANIACS 32
Tiny. Cool. Fun

TAZ EXPRESS 32
First look at Disney's new game

THEME PARK WORLD........................34
TPW makes it to your PlayStation

EVOLVA..36
Sounds a bit rude

SLAVE ZERO......................................37
Dreamcast gets a kickin' action game

COOL BOARDERS 4 37
Thankfully, nothing like *CB3*

SOLDIER OF FORTUNE......................38
Hyper-realistic is the only way to describe it. Knee-capping, anyone?

MAILBAG "Did Dan really drink water out of the toilet?" **75**   **NEXT MONTH** Your personal crystal ball into the future **117**

ISSUE 219
The world's Original games mag

02
9 770261 369109

£1.99

DK64

12-page players' guide.
Be an expert this weekend

45
HWOARANG
JIN
WINS 4

THE FUTURE OF GAMING

What will you be playing in 2000 and beyond?

CRAZY TAXI

Dreamcast's best game?

POKEMON

Gold, Silver & Stadium:
Gotta play 'em all

LOOK! UNDER HERE

SOUTH PARK WILL KICK-ASS THIS MILLENNIUM!!!

IT'S THE FINAL VOLUME FROM SERIES TWO!
COMEDY CENTRAL
SOUTH PARK
As seen first on
SKY one
EPISODES
GNOMES
PREHISTORIC ICE MAN
SERIES TWO
VOLUME 9
15

THE WHOLE OF SERIES 1 & 2 ARE NOW AVAILABLE ON VIDEO

LOOK OUT FOR THE VIDEO RELEASE OF THE HILARIOUS SERIES 3 COMING LATER THIS YEAR

WARNER VISION

1 Nov 1981

133 Dec 1992

207 Feb 1999

219 Feb 2000

THE WORLD'S FIRST

Did you know we were the world's first games magazine? Did you also know we're still the UK's best selling mag that covers every kind of game? That's something no-one else can claim – you don't survive unless you're offering a superb magazine, and you don't stay number one if you're not a whole lot better than the other mags on the shelves. Those are two judgements that readers like you make every month.

THE BEST GAMES THE MOST FUN RIGHT NOW!

EVERY MONTH IN computer and video GAMES WE GUARANTEE...

- ☐ You'll read about the best games, on all formats, first
- ☐ Our in-game screenshots are the hottest you'll see
- ☐ We don't review half-finished games
- ☐ We give you the very best buying information, so you'll never waste your money again
- ☐ You can trust what we say
- ☐ Our tips and guides make playing even more fun
- ☐ We love games just as much as you do
- ☐ We cover it all, we're the ONLY magazine you need

MEET THE TEAM...

Who produce the mag and their most-played games this month

Join us online at **www.computerandvideogames.com**

MATT
- *Unreal Tournament*
- *Crazy Taxi*
- *Gran Turismo 2*

PAUL
- *Pokémon Silver*
- *Chu Chu Rocket*
- *Unreal Tournament*

PETE
- *Quake 3 Arena*
- *Unreal Tournament*
- *Soldier Of Fortune*

LEE
- *FFVIII*
- *Pen Pen*
- *Quake 3 Arena*

DEAN
- *Virtua Striker 2*
- *Opposing Force*
- *Gran Turismo 2*

CHUBBSY
- *Resident Evil 3*
- *Quake 3 Arena*
- *Crazy Taxi*

ITC
- *Crazy Taxi*
- *Cool Boarders 4*
- *Quake 3 Arena*

PAYNEY
- *Quake 3 Arena*
- *Unreal Tournament*
- *Crazy Taxi*

PC CD ROM

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-16**
COMPATIBLE: **MOUSE/KEYS/JOYSTICK**

Forget everything else, here comes...

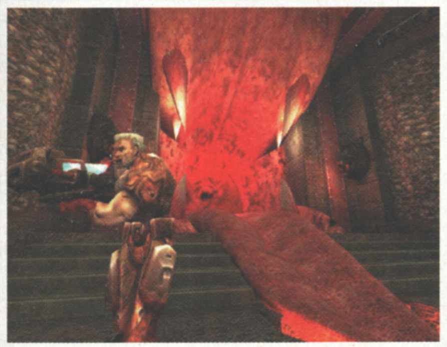
QUAKE 3 ARENA

WORDS: PETER WALKER **SCREENSHOTS:** VARIOUS

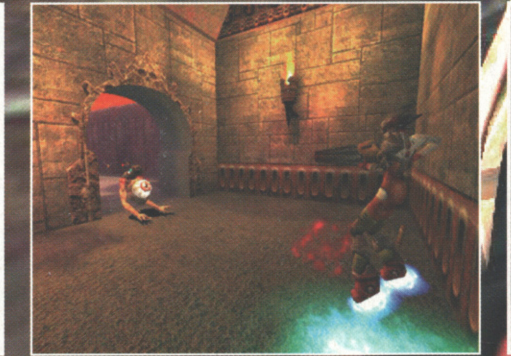
Book yourself a loooong holiday. You're gonna need it, coz you're going to be playing *Quake 3 Arena* till your eyes bleed. Get ready for a stomach-churning, bone-crunching, blood-spattered, sweat-stained, arse-clenching ride into deathmatch heaven. Or hell...

NO PLOT, JUST BOTS

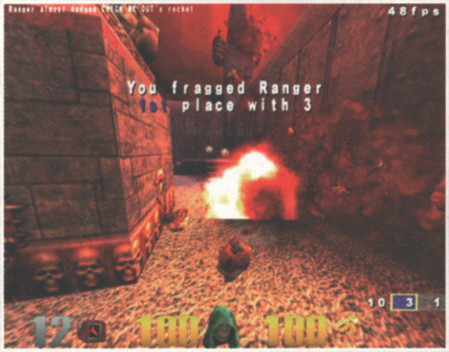
The greatest gladiators ever are fighting it out to amuse Arena Masters the Vadrigar. Battle through increasingly tough arenas and enemies till you tackle Xaero, Lord of the Final Arena. It's just an excuse for loads of awesome deathmatches. There are some variations, but essentially it's you versus bots in one-player and you versus other gamers in multiplayer.



Look – a bot. *Q3A* cans the traditional one-player game in favour of botmatches. *Half-Life* fans looking for puzzles and storylines needn't bother. Think big rockets and frenetic thrill-killing instead



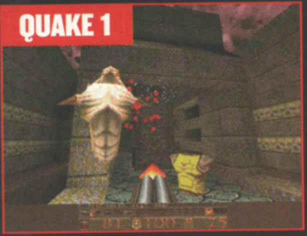
Solo play isn't just a warm-up for human-on-human matches. Besides, with the feel of online deathmatches without the cost, the solo game is a clever way to ease newbies into a daunting genre



New players enjoy a more level playing field thanks to everything from the botmatches to faster weapon respawn rates. Veterans needn't worry – skilled players still have plenty of chances to shine

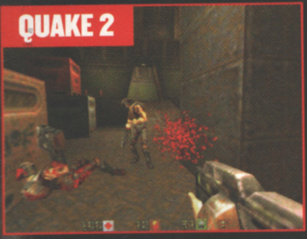
Wo
It's
we

QUAKE 1



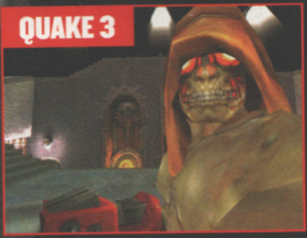
A real revelation, the 3D environment blew people away. No more *Doom*-style all-at-eye-level restrictions

QUAKE 2



Refined the gameplay of the original, introduced the awesome Railgun and a good selection of skins, making deathmatching far more fun

QUAKE 3

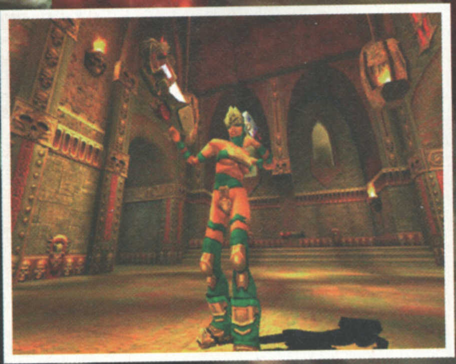


One of the first of a new generation of first-person shooters featuring botmatches

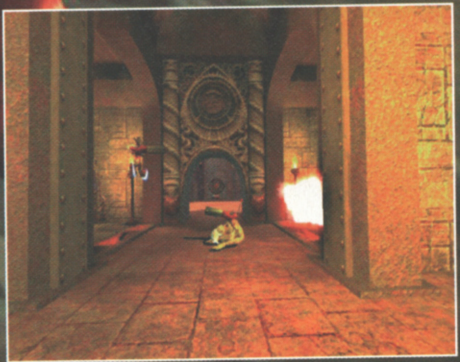
INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

SOLOMODES

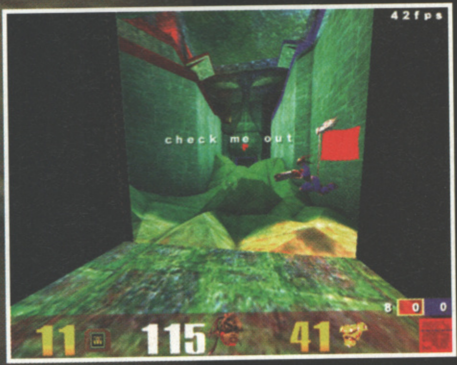
Botmatching pits you against computer players who fight each other as well as you. If they're too tough, choose an easier setting for their artificial intelligence. The main solo game is split into six tiers of four levels. Win botmatches by getting the most frags on every level to open up another tier. Some levels have one-on-one matches while others pit you against several bots at the same time.



Working your way up through the main solo game is quite satisfying. It's also a top way to learn the levels, so you can access all the weapons and power-ups. You also get to ogle bots like Hunter



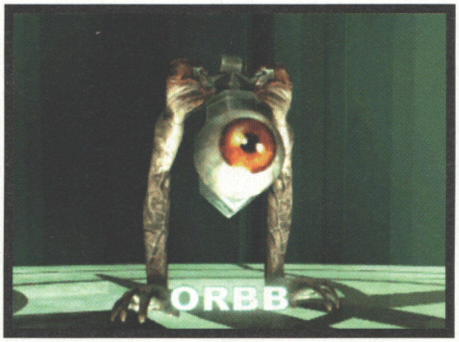
Skirmish mode lets you pick the bots and map for a multiplayer-style deathmatch. Team deathmatch sides you with one lot of bots versus another – a mate can even side with rival bots over a LAN



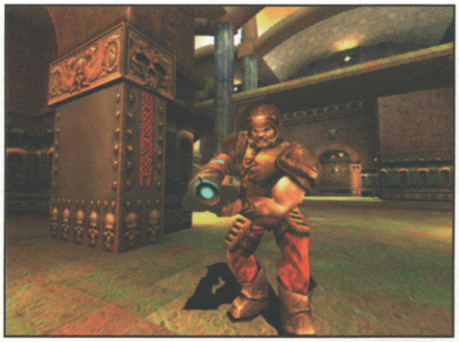
Capture the flag is like team deathmatch, but you must also take enemy flags back to your base for points, and defend your flag from enemy bots. An easy interface lets you issue orders to your bots

BOT'S ALL THIS?

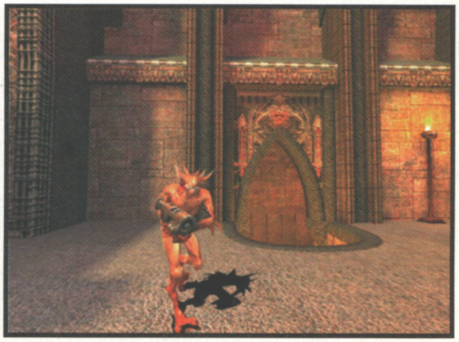
Bots are smart cookies in hard settings but dumb mothers in I Can Win. All 32 have their own tactics, personalities and weapon preferences. They're not all-seeing crackshots – if they don't spot you, sneak up on them – and not every shot hits you. You'll meet them more than once in one-player so you'll come to love, loathe or respect the different playing styles.



You see who you're fighting at the beginning of each level but the important stuff you learn as you play. Bots get tougher in higher tiers, knowing when to retreat for health, or ambush you



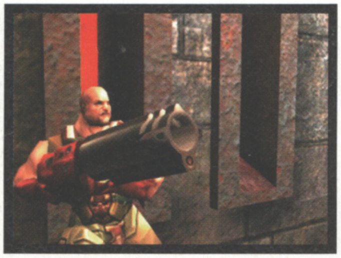
The bots feature some great character models and skins of varying human, cyborg, alien and undead persuasions. Some old friends from earlier id games are there, too – this guy looks familiar…



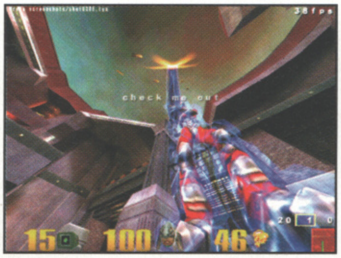
Character animation and detail is superb – you can see backgrounds between the rib bones of a human skeleton. You'll even see enemies swim – better than the underwater running of earlier *Quake*s

HUMAN CANNON FODDER

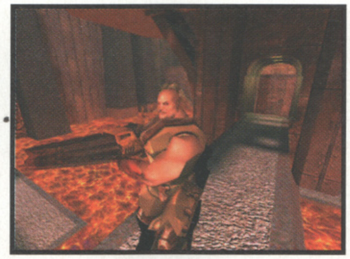
When you're tired of blasting the bots it's time to take on other humans. To maximise fair play online, servers can now block players who always win because of speedy connections. Choose your character skin wisely. Some blend into backgrounds but skilled players can psyche rivals out with bright skins



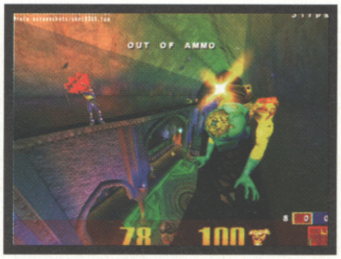
Free For All games are classic deathmatches – everyone for themselves. It's the purest form of combat for first-person shooters and what *Quake* is famous for. It doesn't disappoint. No matter how well you know a level and how good you think you are, there'll always be someone to teach you new tricks



Team deathmatches really come into their own with humans rather than bots. You can issue whatever instructions you want to a bot, but they won't always be there to watch your back like a human. Sticking close to frag-meisters may improve your life expectancy – or make you little more than a human shield



Tournament: One-on-one combat where the winner stays on. The challengers spectate until their time comes. Best of all, you can view the combatants' perspective and pick up a few of their tricks. A excellent option if you like to get inside an enemy's head and anticipate what their next move is likely to be when it's your turn to fight

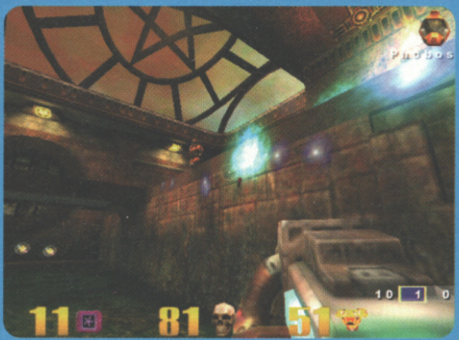


Capture the flag forces players to work as a real team with a common objective. Players must recognise their playing strengths and weaknesses and decide if they're better at attacking or defending. The four CTF-only maps are superb and add to the game's long-term appeal. The team location overlay is a great innovation, too

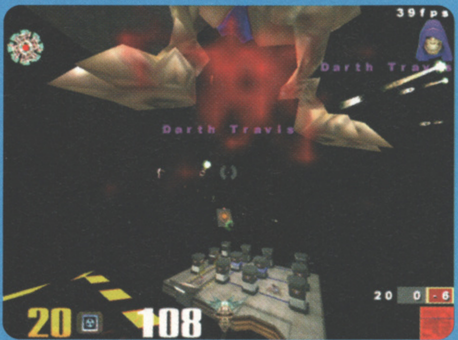
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

BACK TO BASICS

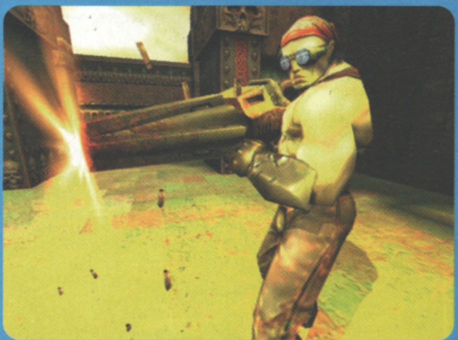
Some of this may sound obvious, but the real trick is to have the presence of mind to remember to do it in the heat of battle. It's all too easy to go to pieces and blast away mindlessly at anything that moves.



Learn to strafe. *Q3A* is packed with levels with open arenas where there's nothing much to dodge behind – it's a test of pure combat skill. Strafing makes you harder to hit but enables you to keep the opposition in your crosshair – till you hit a wall, that is



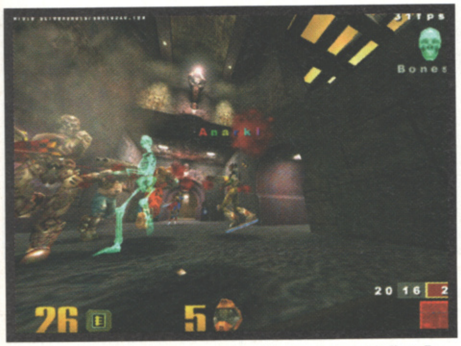
Steer your jumps. You're not always helpless when you're in mid-air. You have some room for manoeuvre so use your movement controls to steer yourself towards exactly where you want to land. Mid-air collisions are possible…



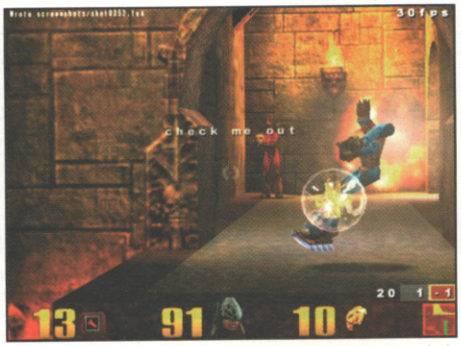
Health is a top priority. Always watch your health bar and make sure you know how far you are from health power-ups. Don't go for the rocket launcher with two health points – one shot from this machine gun will take you out, no matter how skilled you are

WHAT'S THE FIGHTING LIKE?

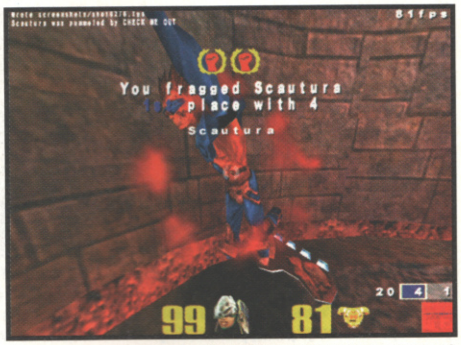
The *Quake* series has a reputation for wicked multiplayer battles. *Q3A* takes it to new heights. Horribly-addictive, it's an immediate fighting frenzy that will suck in both veterans and newbies. Dive in for a few frags and suddenly hours have passed as you try to jump, dodge and blast your way to victory.



There's nothing quite like a scene like this. Rockets and bullets fly everywhere and when the dust settles you're the last man standing. Skill or luck? Sometimes it takes a bit of both



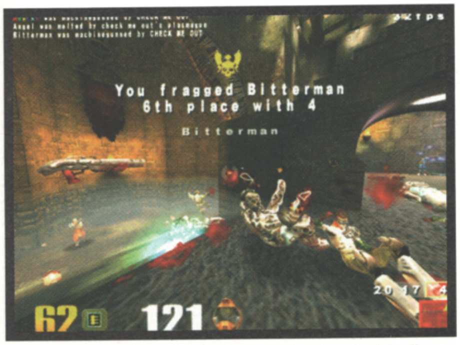
Even skilled players can't expect to last long in small arenas packed with up to 15 others – this sometimes works in poorer players' favour. Keeping a cool head is essential but not always easy



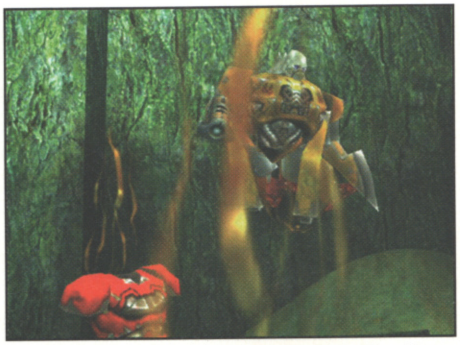
Players get medals and praise for a range of skills like accuracy and consecutive frags, but you can't beat twatting someone to death with the Gauntlet, which prompts a booming, "Humilation!"

LOOKS CAN KILL

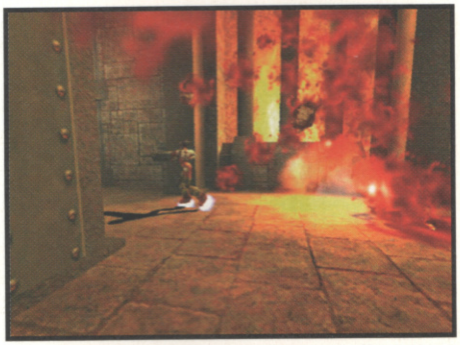
Spend too long gawping at the jaw-dropping visuals and you'll be dead before you can say, "Frag me". The architecture mixes gothic and space with industrial-type scenery. Underwater action is a beautiful, bubble-tastic experience while lighting and fog effects will blow you away too, thanks to the new *Q3A* engine, which creates real curved surfaces. But you'll need a decent PC



Fog me sideways. Wading through a room full of fog doesn't affect gameplay but feels good. Especially if you paint the walls a tasteful shade of gib. Just don't fall into the red Fog of Death. It's lethal



Water way to go. Some levels have items concealed underwater so you'll need to go swimming. But it's worth a dive just to blast away with the shotgun and watch bubbles swirl away with the pellets



Gore galore. A full-on frag with the rocket launcher will probably blow the opposition's to bits. The fine spray of blood is very Saving Private Ryan. Gibs disappear quite fast – or you'd soon be knee-deep

E INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

MORE BACK TO BASICS

Newbies will need to master some of the basics before venturing into the arenas but veterans shouldn't have any problems getting straight into the heat of battle

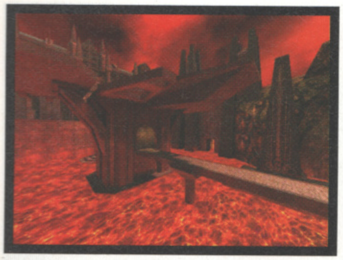
Getting the right mouse and key combination is absolutely essential. Make sure your most used commands (forward, backward, strafe and jump) are close together for ease of use

Know your levels. You'll always be at a disadvantage if you don't know where to find key power-ups like health and the more heavy-duty weapons. The botmatches are the perfect opportunity to learn

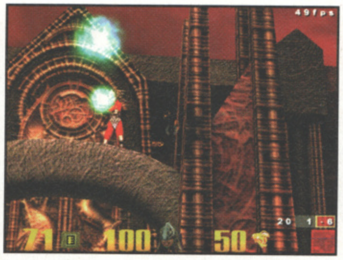
Know your weapons. Split-second timing is often a matter of life or death in *Quake 3 Arena*, so you'll need to instinctively know how long it takes to reload any weapon so you can move accordingly

THE LEVELLER

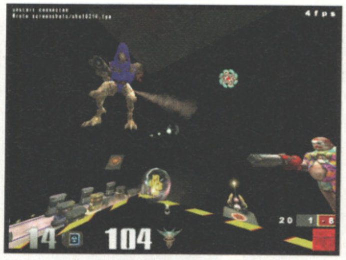
Level design is nothing short of superb in most of the 30 levels. Largely stripped bare of clutter, like boxes, they're a blend of corridors, huge open arenas, bottomless pits, pendulums, underwater tunnels and jumps. You'll find favourites that suit your style of play and skills. Crucially, most seem short on perfect camping spots – the emphasis is on fighting not sniping skills.



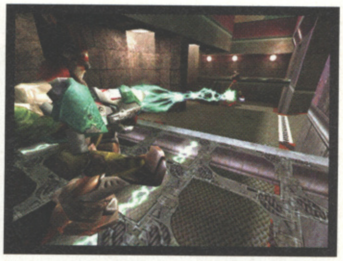
According to the game's publisher, there's supposedly not much in the way of secrets. Everyone will have equal access to the same power-ups and vantage points, provided they master skills like steering jumps. So there'll be no sneaking off to find hidden MegaHealths



In the spirit of a level playing field for all, there are far fewer otherwise-inaccessible points that skilled players can rocket-jump to. Where you can, like here, is often a vulnerable spot where camping is pointless. So rocket-jumping is now either a shortcut to higher spots or a combat skill



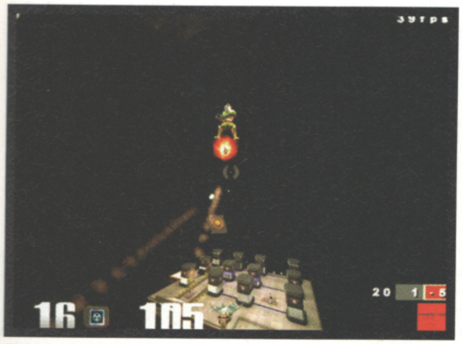
The space levels are especially cool, with unlimited drops all around a series of linked platforms. Time your jumps badly or take a big hit near the edge and you'll find your frag tally seriously suffers. Don't be surprised if you finish your first space level with a minus score



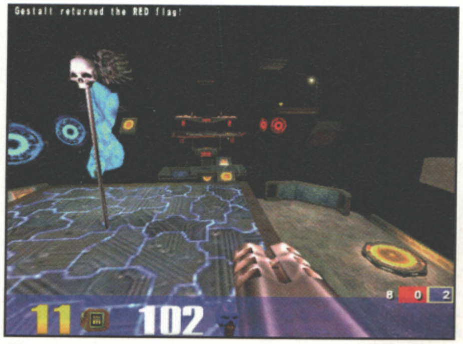
Check out this reflective floor. There's some great variety in wall textures and floor surfaces too, and it's not all ornamental. On one industrial-themed level, you'll come across grilles that just look decorative. But try to bounce a grenade off one and it'll lodge uselessly behind the grille

ENVIRONMENTAL ESSENTIALS

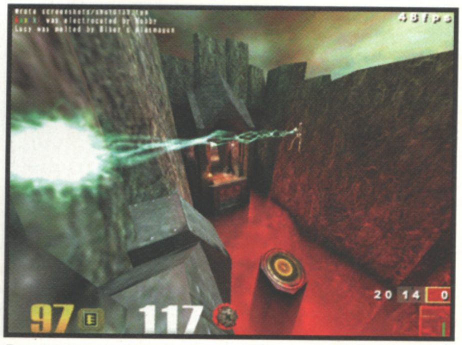
You must master key features in every map. Acceleration pads hurl players to new rooms or platforms – an often hilarious new means of movement. Teleporters return, along with the ability to telefrag rivals. Gates let you view your destination first. Most doors open automatically.



While you're hurling through space, you can sometimes pull off a few rounds mid-air. But beware, the recoil from the Rocket Launcher might throw you off course and into the bottomless void



When landing from acceleration pads, if you hit the ground running then the impetus can carry you clear off a platform to your doom. The impact of long jumps can cause damage, so health up first

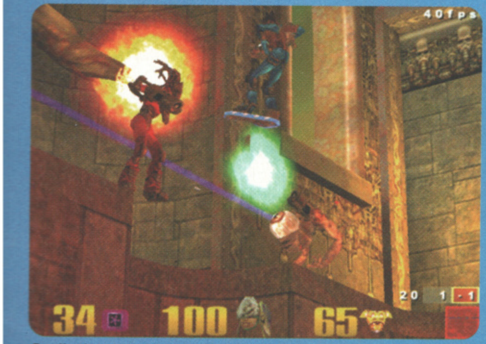


Bounce pads are like trampolines and can require real control. Angled or flat on floors, they sometimes send you up vertically. You'll need to master these to get to some key areas or power-ups

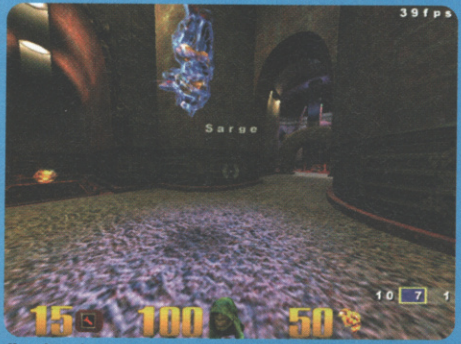
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

COMBAT ARTS

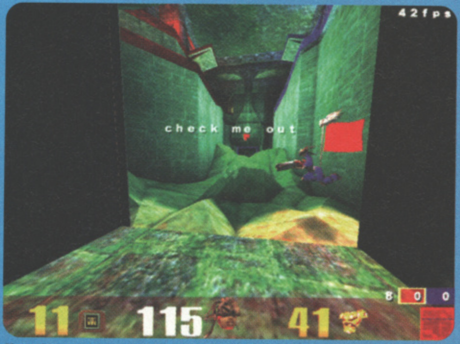
Everyone has a different playing style but truly skilled players all tend to have mastered some of the following finer arts of combat:



Predict but don't be predictable. Anticipate where your target will move next, choose a weapon that doesn't deliver an instant hit, and pump a few rounds ahead of the enemy. Just remember, he may be doing the same too, and might be one step ahead of you



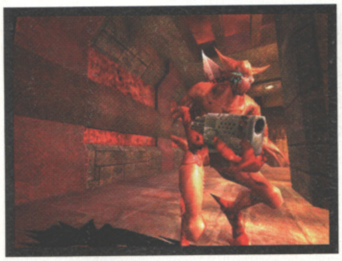
Knowing when and where to rocket-jump is a fine art that comes with practise. To pull one off, look at your feet while moving forwards or backwards. Hit fire and jump at the same time. Just make sure you're not low on health first...



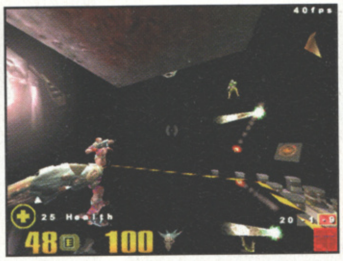
Knowing when to shut up and when to taunt. Keep quiet when you're lit up like a Christmas tree with quad – the talking sign over your head lets your enemies know when you're blabbing and is as good as a target painted on your forehead

OR PLASMIC

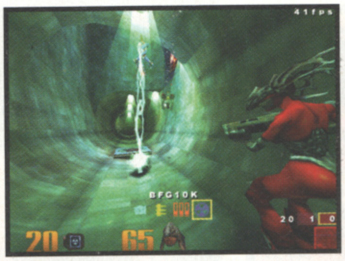
The few surprises in the weapons will cause controversy. You start with a pretty effective Machine Gun and Gauntlet, but besides the Plasma Gun replacing *Q2*'s Hyperblaster, you've seen the rest before. The Shotgun, Grenade Launcher, Rocket Launcher, Lightning Gun, Rail Gun and BFG return; most are largely similar in terms of range, rate of fire and damage. Could give veterans an initial edge.



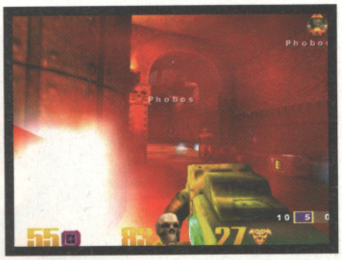
The most important change seems to be the speedier rate at which weapons respawn. That should put paid to players who dominated earlier *Quake* multiplayer games by repeatedly picking up every weapon to ensure rivals were less well-armed. Check out this grenade launcher



The most obvious weapon change is the BFG-10K, which blasts powerful bursts of fusing plasma like a souped-up Plasma Gun. All the other weapons are pretty well-balanced, so to compensate, the BFG usually spawns in difficult spots to access



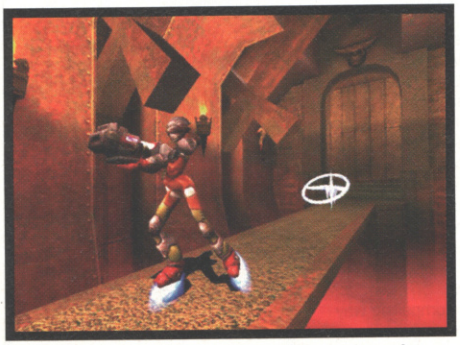
Different weapons are more effective in different combat situations. Rocket Launchers don't always rule but they look set to become the weapon of choice for many. Rather bizarrely, the lightning gun now works under water – so no more hilarious self-induced electrocutions, dammit



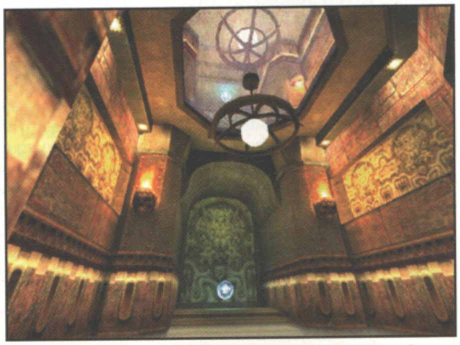
The gun effects really are rather peachy. Blasting away with the Shotgun or Machine Gun produces a satisfying spray of ejected cartridges. Hit a wall, and the impact marks stay for a while. But beware the Plasma Gun – get too close to your target and you'll suffer splash damage

YOU HAVE THE POWER

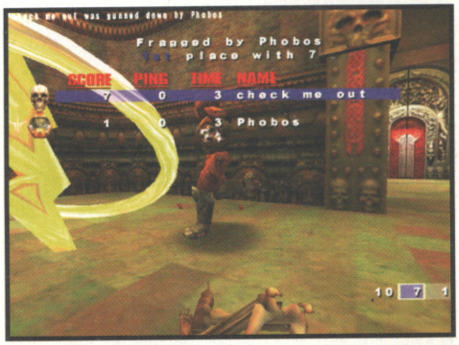
There are some excellent additions on the power-up front, like Regeneration and Haste, which make you fire and move faster. Some have appeared as unofficial patches going back to the first *Quake* so they're tried-and-tested crowd pleasers which make for more varied and often hilarious gameplay. Watch for alternate spawning, too.



Most power-ups like quad are only good for a short time and are left behind by the user if they're fragged – but they're only good for whatever time was left at the point the user was capped



Usually, maximum health is 100 but you start with more – a nice addition if you spawn into a firefight. This MegaHealth boosts you to 200 but that slowly counts down to the usual level – as will armour

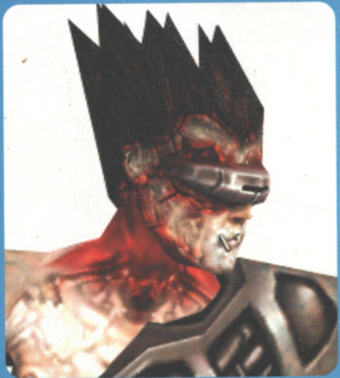


There goes haste. Another nice new addition are portables power-ups. Teleporter lets you duck out of a firefight while Medikit is like carrying health – which gives you some temporary peace of mind

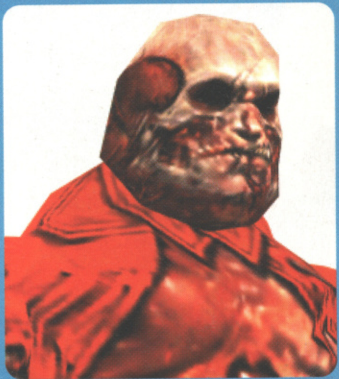
IDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

KNOW YOUR ENEMY

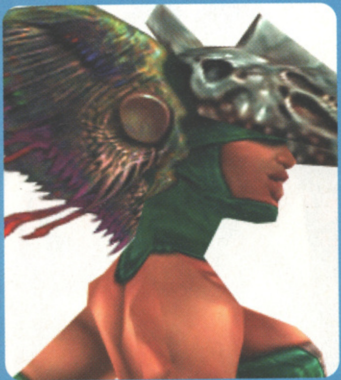
In botmatches you'll need to learn the computer characters' playing styles, preferences and hates – choose your character's skin/race wisely. Here's a few of the combatants:



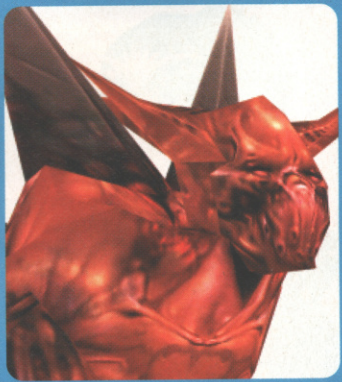
ANARKI: A cyber board-surfing human who's always seeking an edge



CADAVER: Undead human murderer who has got meaner since the gas chamber



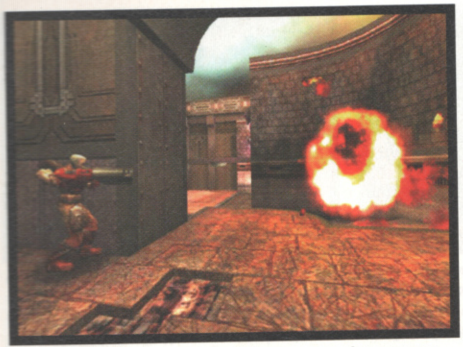
HUNTER: Her village was nearly wiped out by the Sorg, so she hates reptiloids



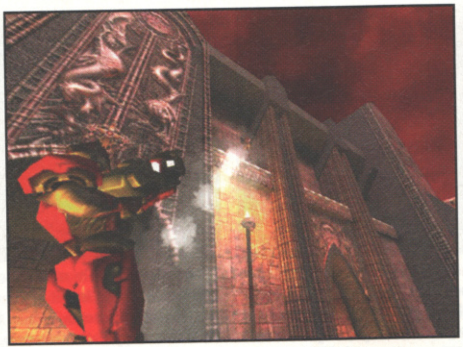
KLESK: Alien Chitinid who cleanses his soul with the purifying fire of combat

TAKE CONTROL

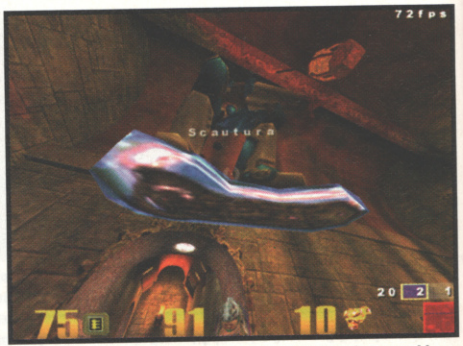
Mouse and key controls are as easy, intuitive and flexible as ever and the freedom of movement using a mouse is second to none. Some new players may find it's all too much and literally want to chunder, particularly on levels with lots of acceleration pads. Learn to use the walk button, too – other players can now hear your footsteps if you're running. More tactics. Good.



Zoom mode on all weapons is great for accuracy and encourages you to use the rail gun. Practise enough on that and getting a frag with almost any other weapon seems simple. No probs here…



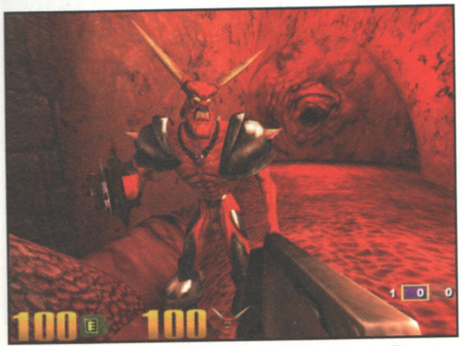
Jump down a flight of stairs and you can do a 360-degree turn mid-air. You'll never get freedom of movement like that out of a traditional joypad. Get down here and fight, you chicken



It's well worth taking time out to gawp at different characters' jump animations – watching a bunch of acrobatic players somersaulting backwards while fighting is better than a trip to the circus

CUSTOMISE

A patch is coming, letting you customise your skins.



Electronic Arts has already announced a skin for *Dungeon Keeper 2*'s Horny. Download it from www.dk2.ea-europe.com/uk/dk2/content/downloads/Q3A/index.html

WHAT WE THOUGHT

CLASS ACT

This game is polished class. Don't be fooled by first impressions that the only change since *Q2* is botmatches. Sure, veteran players have call for some beefs. The game modes aren't innovative and compared to *Unreal Tournament* seem a tad miserly. The same goes for the few changes in weaponry, and id's decision to leave a grappling hook out of CTF will mean unofficial online patches after the level editor is released.

MORE GRUMBLES

You may notice some slowdown with lots of bots on a minimum 233MHz PC. LAN games of CTF with bots won't let your mate issue instructions to his team while you have that advantage. Just accept these grumbles for what they are – irritations, not yawning great holes in the game.

REFINED

What you get is a superb souped-up, instant-action experience, with refined weapons, gameplay, maps, full-on fighting and something of an arcadey feel. The arenas seem like every single square-virtual-inch is measured for balance and a level playing field for all, and allowing servers to be set to exclude players with high-speed connections is mint.

EASY ACCESS

Q3A is easy to get into. Botmatches work well and provide a cheaper and pretty compelling way for veterans to learn maps offline, or newbies to cut their teeth before mixing it with real players. But no matter how well the solo game is done, some players won't get it or like it and will lust after the 'good old days' of story-driven plots.

FINAL FRAG

Q3A has mass appeal and will take on a life of its own online. Picky players looking for a different deathmatch experience with more tactics and variety may prefer *UT*. But ignore this and they'd miss out on something special. Dreamcast owners should be emailing id, demanding a version.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE…
UT (PC), *Rage Wars* (N64)

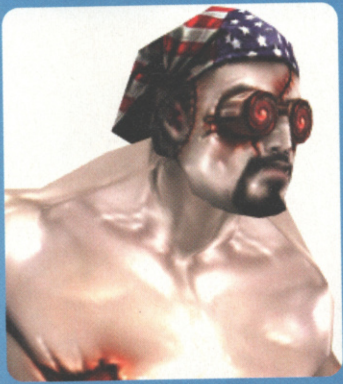
INSTANT PLAYER GUIDE

MORE ENEMY

Bots will taunt you with written messages during matches – you'll even see a talking icon appear over their heads when they do. You can have a basic slanging match – taunt them and sometimes they'll come back with a response

LUCY: Former prison guard who ended up on the wrong side of the bars

ORBB: An alien cybronic creation designed originally to monitor combat arenas



PATRIOT: This cybronic human vampire is a throwback to the days of nationalism

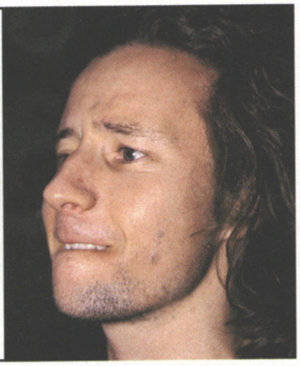
RAZOR: Vigilante human who never admits defeat and shows no mercy

WHAT WE ALL THOUGHT

Not everyone in the CVG office is an old-hand at *Quake* or has spent every waking hour playing *Quake 3 Arena* since the test levels were released. Here's what we all thought:

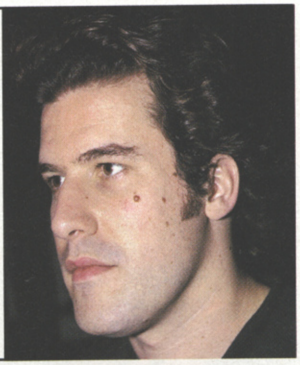
MATT

"First-person shooters aren't really my favourite games but this pulled me in big time. I'm normally fragged six ways to hell and back by other players so practising against bots was a top way to skill-up without public humiliation."



PAUL

"We were blown away by *Unreal Tournament* and were expecting *Quake 3 Arena* to be pretty good. But we couldn't believe that the final release was ten times more amazing than what the test had led us to believe."



DAN

"I'd never played *Quake* before and it was frustrating at first but really mint when you've learnt the levels and where to find everything. Now I'm king of *Quake*. Come and check me out."

"More amazing than the test suggested"

DEAN

"*Quake 3* is the ultimate deathmatch tool. It's polished to the extreme, and the levels look superb – but it doesn't do anything original. The lack of a compelling one-player game is also hugely disappointing. I'm not convinced."

LEE

"This'll rule. I'm a bit of a *Quake* virgin and it was all a bit daunting at first. But practise makes perfect. If this doesn't convert the world to first-person shooters then I don't know what will."

TONY

"I was a big fan of the first instalment but just didn't like *Quake 2*. Don't know why exactly, but *Quake 3 Arena*'s got it right and got me back into *Quake*. It's better than *Unreal Tournament* coz the carnage is more immediate."

"Quake 3's *better than* Unreal Tournie"

DE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE IN

SORLAG: Mercenary reptiloid alien who does what it takes to get ahead

WRACK: Slipgate War survivor who exaggerates his personal abilities

XAERO: Mutated cybronic human who embraces honourable death by combat

COMPETITION

The cost of gaming online is coming down but it can still be a deterrent. So we're offering you the chance to go frag-happy with *Quake 3 Arena* online – for months. Yup, we'll pay for your phone bill for up to £100.
Also, *Quake* queen Dan wants cannonfodder for our online deathmatching, so we've got a fistful of copies of this awesome game to give away. Come and have a go if you think you're harder than Dan. That shouldn't be too tricky.

Just answer this simple question: Who's the Lord of the Final Arena?

A/Dan
B/Doom
C/Xaero

Answers to usual address. Closing date 16 Feb.

On occasion, EMAP Active publishers of Computer and Video Games and assiciated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

M.MOLYNEUX 1999
TOKA
piggyback
MINDSCAPE® ENTERTAINMENT
SOUL FIGHTER™
魂
07
SAVED SOULS 0/33
HIT
SCORE

©[illegible] [illegible]media Inc., and its affiliates and licensors, and ©TOKA S.a.r.l. 1999. Under [illegible] piggyback interactive limited. All rights reserved. Mindscape is a trademark of TLC Multimedia Inc. All other trademarks are the property of their respective owners.

This image is composed from less than 1% of the gameplay in Soul Fighter.™
Heaven only knows what the other 99% is like.
Free-roaming, next generation Soul Fighter.™ Conceived for Dreamcast.™ Destined for greatness.

GOT YOUR DIY PLAYSTATION 2

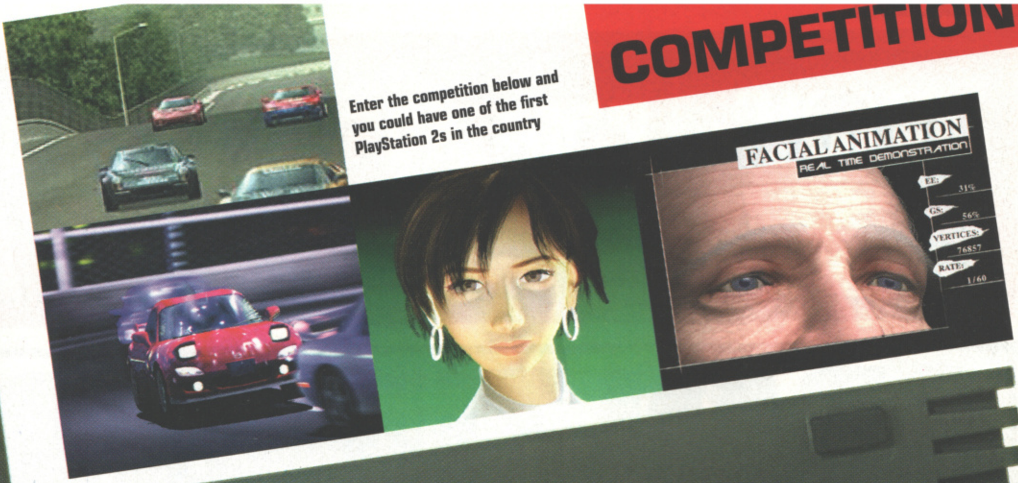
We're sure you're having fun with the make-it-yourself PS2, free with this issue. Now you could win the real thing

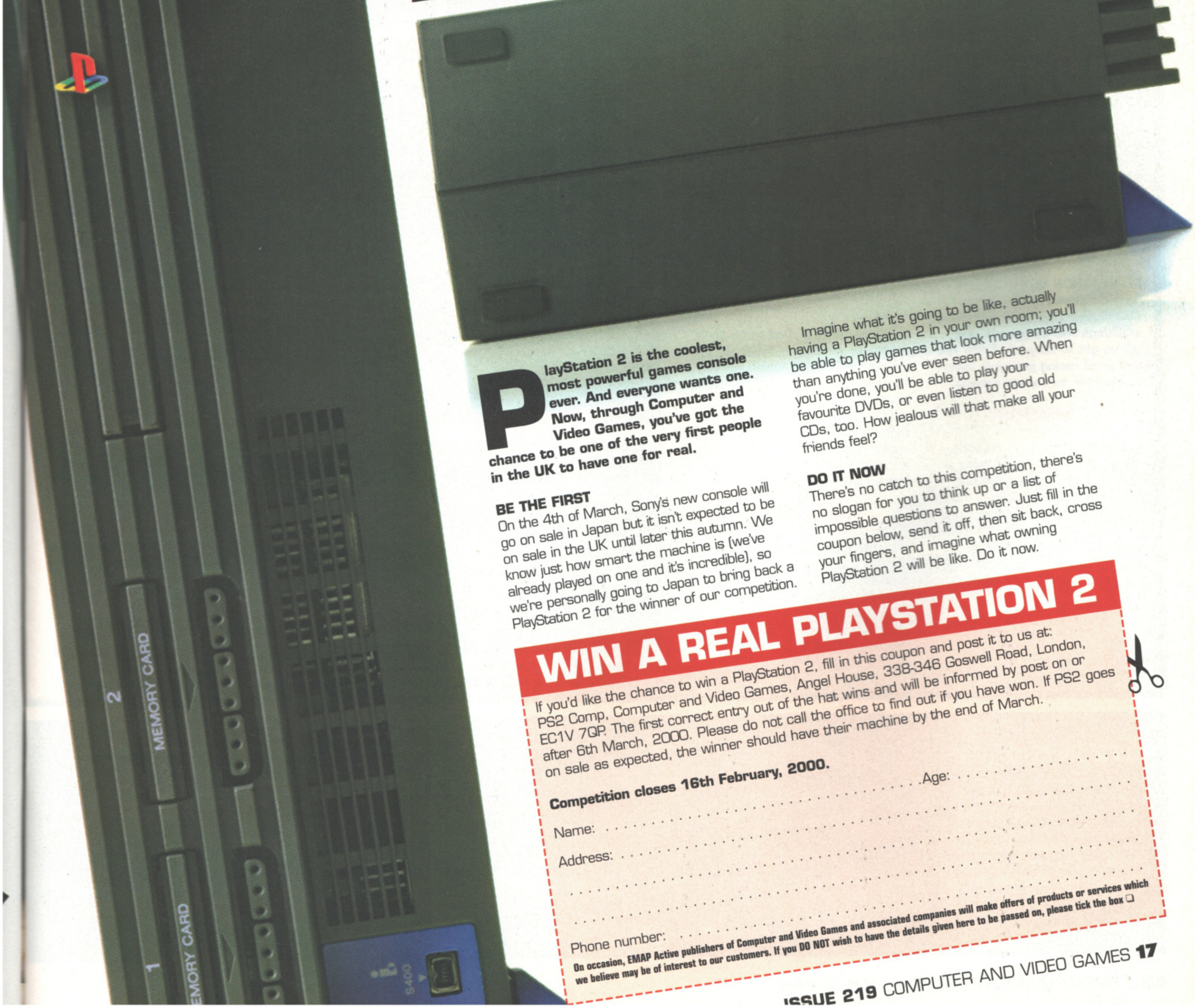
SONY
RESET
DVD
PS2
PlayStation 2

NOW WIN A REAL ONE

COMPETITION

Enter the competition below and you could have one of the first PlayStation 2s in the country





PlayStation 2 is the coolest, most powerful games console ever. And everyone wants one. Now, through Computer and Video Games, you've got the chance to be one of the very first people in the UK to have one for real.

BE THE FIRST

On the 4th of March, Sony's new console will go on sale in Japan but it isn't expected to be on sale in the UK until later this autumn. We know just how smart the machine is (we've already played on one and it's incredible), so we're personally going to Japan to bring back a PlayStation 2 for the winner of our competition.

Imagine what it's going to be like, actually having a PlayStation 2 in your own room; you'll be able to play games that look more amazing than anything you've ever seen before. When you're done, you'll be able to play your favourite DVDs, or even listen to good old CDs, too. How jealous will that make all your friends feel?

DO IT NOW

There's no catch to this competition, there's no slogan for you to think up or a list of impossible questions to answer. Just fill in the coupon below, send it off, then sit back, cross your fingers, and imagine what owning PlayStation 2 will be like. Do it now.

WIN A REAL PLAYSTATION 2

If you'd like the chance to win a PlayStation 2, fill in this coupon and post it to us at: PS2 Comp, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins and will be informed by post on or after 6th March, 2000. Please do not call the office to find out if you have won. If PS2 goes on sale as expected, the winner should have their machine by the end of March.

Competition closes 16th February, 2000.

Name: .... Age: ....

Address: ....

....

....

Phone number: ....

On occasion, EMAP Active publishers of Computer and Video Games and associated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

SCOOP!

GRAN TURISMO 2 REV

THE BEST RACING GAME EVER IS JUST WEEKS AWAY. PREPARE YOURSELF

FACTS

GAME: **GRAN TURISMO 2**
FORMAT: **PLAYSTATION**
OUT: **EARLY FEB**
MULTIPLAYER: **1-2**
TYPE: **RACING**
DEVELOPER: **POLYPHONY DIGITAL**
STATUS: **90% COMPLETE**

PLAYSTATION BOY racers may have despaired at the news that *GT2* wouldn't be gracing their stockings this Christmas, but you've got to keep the faith. The god of all racing games is being readied for its second coming.

SMASH HIT

For the benefit of those just born, the original *Gran Turismo* was a phenomenally successful racing game. Two million gamers in the UK succumbed to its promise to be *the* racing simulator, along with another five million worldwide. Little wonder that *GT2* is one of the most eagerly awaited games ever.

TWO IN ONE

The first thing you'll notice about *GT2* after you've kicked down the door of the games shop on its release day, is that it comes on two discs. The first contains the Arcade mode, where you can let rip in a selection of the game's 590-plus cars without having to pass licence tests. Disc two is the proper Gran Turismo mode, where you buy a car, race it and use your winnings to upgrade your car. 60 licence tests unlock the five levels of competitions to enter.

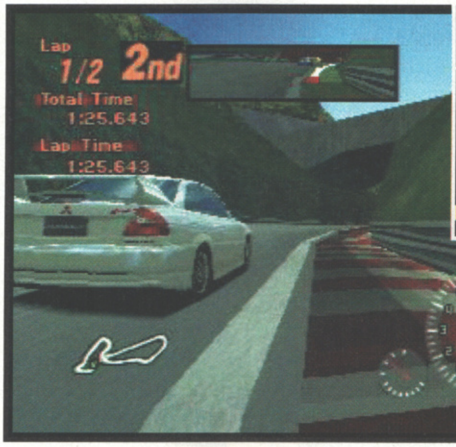
RALLY MODE

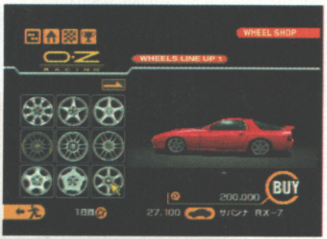
There are 18 new courses to race on, as well as a bunch that you'll recognise from the first game. Six of the tracks are designed specially for the new Rally mode, which lets you take a World Rally Car (or any car you fancy) out on the loose mud. Pretty much any car you can imagine is in there: 33 car manufacturers have signed up, with all the major European and US companies able to face-off against Japan's finest.

YOUR ADVANTAGE

Aficionados of the first instalment will have an advantage on repeated courses like the High Speed Ring through familiarity, and can also use their *GT1* saved game to unlock some of the licence tests in the new game, meaning you can start thrashing fast metal straight away.

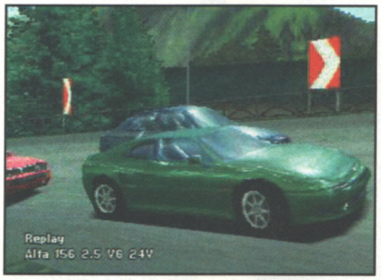
DEAN SCOTT



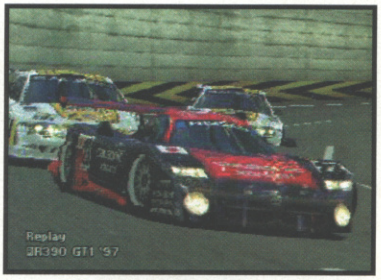


Buy your motor some boss new alloys in the wheel shop. Check my OZs

Get close enough to the car in front and you can even read its badge



Drive away in the car of your dreams, without having to pay £50,000 or pass a driving test. *GT2* is that good

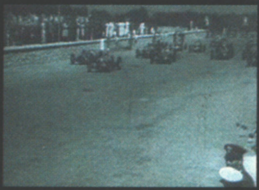


The absence of Ferraris and Lamborghinis is more than compensated for with a host of lightning-quick GT cars

GT2 INTRO

Reproduced across the next four pages, here are a sequence of shots from the *GT2* intro movie. We're not just showing you this because it looks stunning – all footage was rendered on PlayStation 2, so it serves as a preview to what you can expect when *Gran Turismo 2000* hits that system.

POLYPHONY
DIGITAL



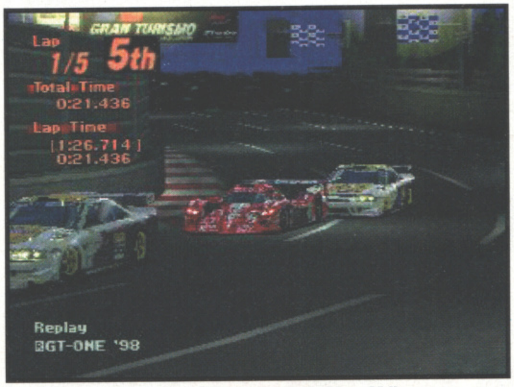
CAR-AZY
One of Dreamcast's best to date. p24

RALLY MANIA
Three great rally games. p26

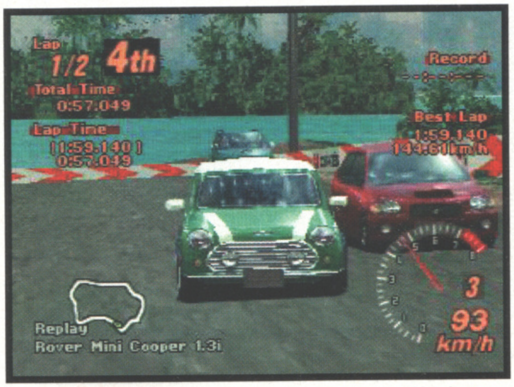
POKEMON
More collectible fun. p28

EVOLVA
FPS evolves. p36

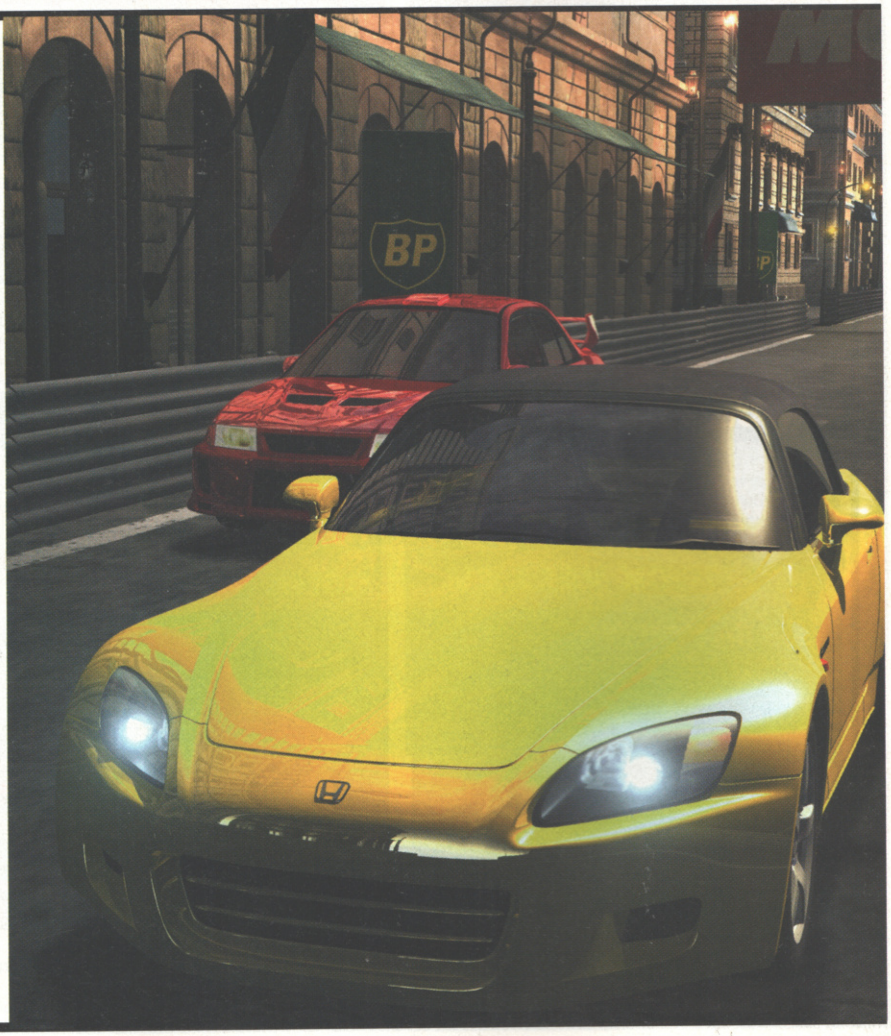
EVING UP


GRAN TURISMO
Lap
1/5 5th
Total Time
0:21.436
Lap Time
[1:26.714]
0:21.436
Replay
GT-ONE '98

You can even recreate the night stages of the Le Mans 24 Hour race


Lap
1/2 4th
Total Time
0:57.049
Lap Time
[1:59.140]
0:57.049
Record
Best Lap
1:59.140
144.61km/h
3
93
km/h
Replay
Rover Mini Cooper 1.3i

The classic English Mini is included in the game, but fast cars blow it away

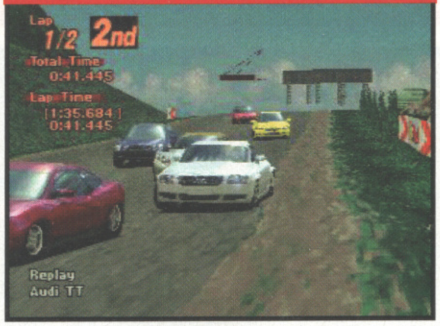


KODAK PMZ
26
KODAK PMZ
24
KODAK PMZ
25
KODAK PMZ
26
KODAK PMZ
MOTUL MOTUL
GRAN TURISM

ARCADE MODE

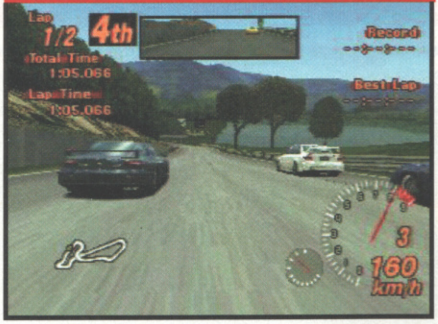
The Arcade mode of *GT2* is where most gamers will head first. The adrenaline will soon be pumping, and you won't notice your bruised right hand from where you smashed your money down on the counter. Cars are ranked into three categories: Class C, which features city-type cars like the Peugeot 206, Mini and Vauxhall Tigra; Class B, which features punchier high performance models like the Audi TT, Alfa 156 and Fiat Coupe; and finally the ballistic Class A sports car roster including rockets like the Nissan Skyline GT-R, Lotus Elise and Mitsubishi Lancer Evo 6. Here are just three of the courses you'll be burning up.

TAHITI ROAD


Lap
1/2 2nd
Total Time
0:41.445
Lap Time
[1:35.684]
0:41.445
Replay
Audi TT

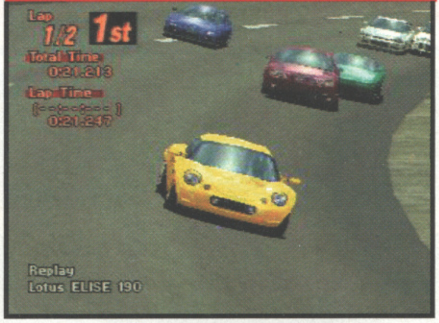
***Gran Turismo 2* will bring the sunshine to your home on even the chilliest winter evenings with its Tahiti road track. It's not overly challenging, so sit back and enjoy the scenery**

MIDFIELD RACEWAY


Lap
1/2 4th
Total Time
1:05.066
Lap Time
1:05.066
Record
Best Lap
3
160
km/h

Midfield Raceway provides an all-out adrenaline rush, as you hurtle through tunnels and around sweeping bends made for speed. Make sure you've got a quick motor for the best effect

HIGH SPEED RING

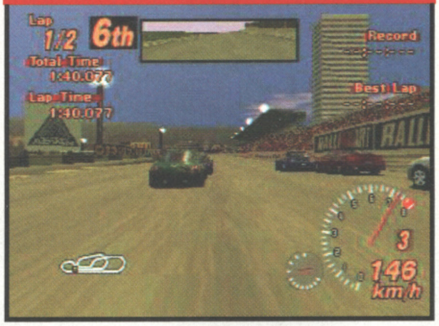

Lap
1/2 1st
Total Time
0:21.213
Lap Time
0:21.247
Replay
Lotus ELISE 190

***GT* veterans know all about the High Speed Ring, meaning you can push the new cars to their limits without having to worry about the severity of the next corner**

SIMULATION MODE

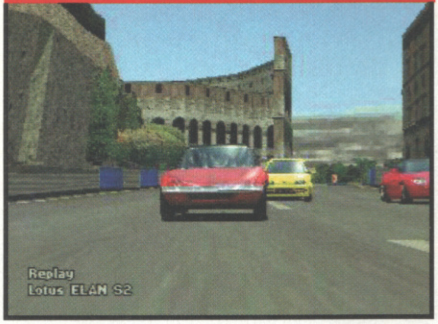
The core of *GT2*'s action is massively expanded from the first game. Whereas *GT1* had car-makers spread around the city, *GT2* is split into four separate cities. The North City features companies from the UK and Germany like Lotus, Audi and Volkswagen; the South City houses the US car companies like Ford and Dodge. The East City has Japanese makers like Honda and Subaru and the West City has French and Italian marques like Peugeot and Fiat. You can also kit your chosen car out with some tasty alloys in the new Wheel Shop. It's in the following places that you'll take your driving licence tests.

RED ROCK VALLEY


Lap
1/2 6th
Total Time
1:40.077
Lap Time
1:40.077
Record
Best Lap
3
146
km/h

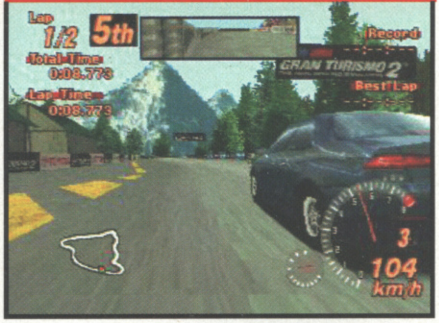
Built like an American raceway, the emphasis is on speed. There's a big crowd just dying to see you stuff it on one of the corners, so don't give them the satisfaction

ROME SHORT COURSE


Replay
Lotus ELAN S2

Take to some fictional Roman streets and check out the hackneyed scenery while you're at it. You'll fly past a coliseum, along with some authentic looking pillars

GRINDLEWALD


Lap
1/2 5th
Total Time
0:08.773
Lap Time
0:08.773
Record
GRAN TURISMO 2
Best Lap
3
104
km/h

Another European setting is Grindlewald, where you cruise past some great looking mountains and quaint wooden fronted buildings. Drive around dressed in lederhosen for maximum impact

24 KODAK PMZ
25 KODAK PMZ
26 KODAK PMZ
24 KODAK PMZ
25
GRAN TURISMO 2
THE REAL DRIVING SIMULATOR

RALLY MODE

Most heavily trumpeted of all *GT2*'s fresh features is the new Rally mode, but don't go assuming this is a quirky extra, tacked on at the last minute. It's a full-fledged rally experience which is a serious rival to *Sega Rally 2* in Arcade mode, while in Simulation mode it enters *Colin McRae* territory.

OFF-ROAD RUMBLE

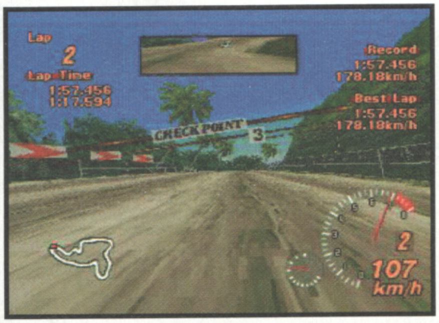
The cockpit view is reminiscent of *Sega Rally 2*, but on first impressions we think it could even eclipse Sega's arcade classic. Powerslides are the order of the day here, and the pad rumbles furiously as you battle to keep the car under control in a long corner. Hit tarmac again on the home stretch and the pad falls silent, making you appreciate what a rough ride you just had.

DON'T PRANG IT

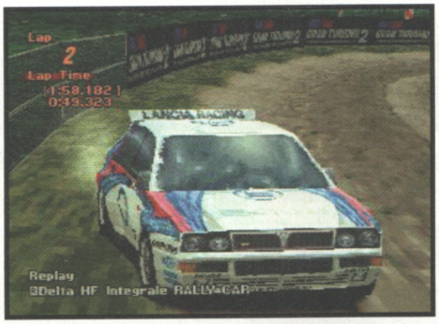
The sound effects in this mode are brilliant. Taking out a proven World Rally Car like the Subaru Impreza is your best option if you don't want to crash on every corner, but for maximum spills you and a friend should put some standard road cars on the mud. They don't grip nearly as much, and you've got to be skilled to get them round in one piece.

BARGAIN BUY

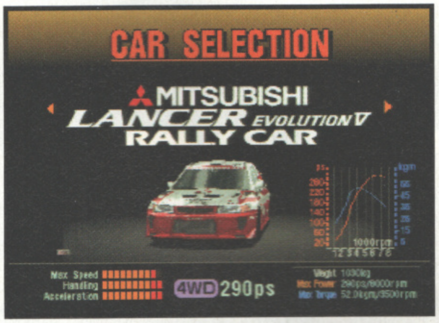
There are six rally tracks included for mud fans, ranging from sunny Tahiti to mountain and forest stages. The skills required here are very different to the main game. Buying the original *Gran Turismo* and *Colin McRae Rally* on Platinum would cost you £40. New PlayStation games are mostly £30, so *GT2* looks an even better buy than those killer titles.


Lap
2
Lap Time
1:57.456
1:17.594
Record
1:57.456
178.18km/h
Best Lap
1:57.456
178.18km/h
CHECK POINT 3
2
107
km/h

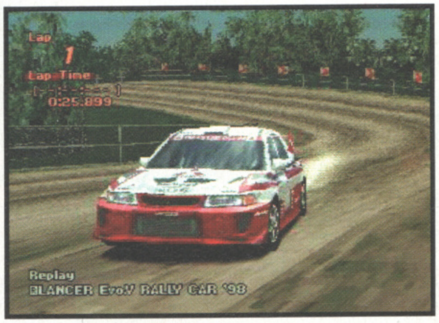
Your cockpit view of the action. Nice wide road, very little grip


Lap
2
Lap Time
1:58.182
0:49.323
LANCIA RACING
Replay
Delta HF Integrale RALLY CAR

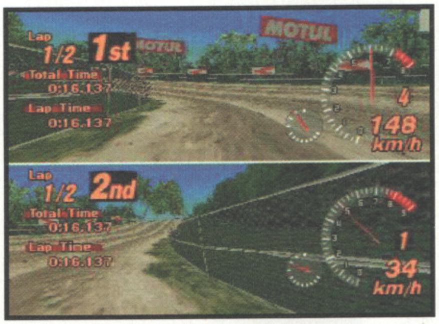
The famous Lancia Delta Integrale is included for rally historians


CAR SELECTION
MITSUBISHI
LANCER EVOLUTION V
RALLY CAR
Max Speed
Handling
Acceleration
4WD 290ps

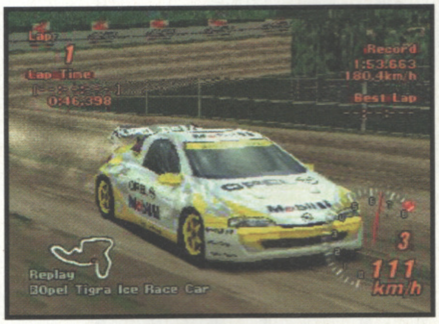
The car select screen. Check the stats and then get rallying


Lap
1
Lap Time
0:25.899
Replay
LANCER Evo.V RALLY CAR '98

Tommi Makinen's Evo 5 sails out of a sweeping corner


Lap
1/2
1st
Total Time
0:16.137
Lap Time
0:16.137
MOTUL
4
148
km/h
Lap
1/2
2nd
Total Time
0:16.137
Lap Time
0:16.137
1
34
km/h

Two-player split-screen mode is a feast of sliding and swearing


Lap
1
Lap Time
0:46.398
Record
1:53.663
180.4km/h
Best Lap
3
111
km/h
Replay
Opel Tigra Ice Race Car

The Ice Race cars are used to having no grip and love the mud

THE SOUNDTRACK

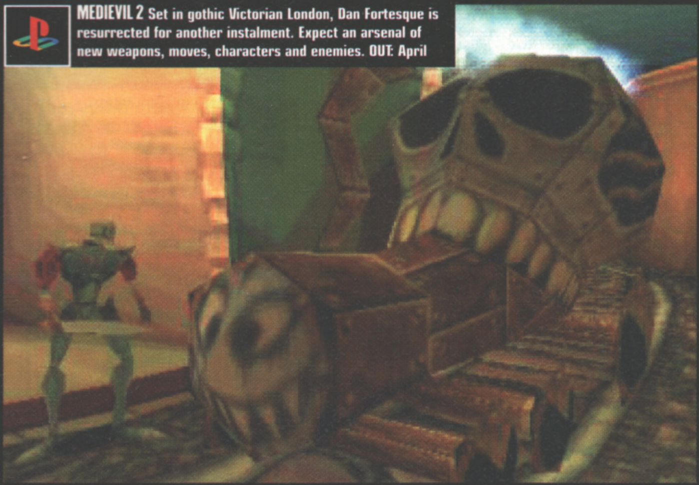
Whereas the US might be rocking to Celine Dion, Kenny Rodgers and The Mavericks, the UK version of *GT2* has a soundtrack made up of the following rock and pop funksters:

- Death Trip – Ash
- **My Favourite Game – The Cardigans**
- Blame – Everything But The Girl
- **Illing In Heaven – Fatboy Slim**
- Take It Easy Chicken – Mansun
- **Big Dog – Propellerheads**
- The Bartender & The Thief – Stereophonics

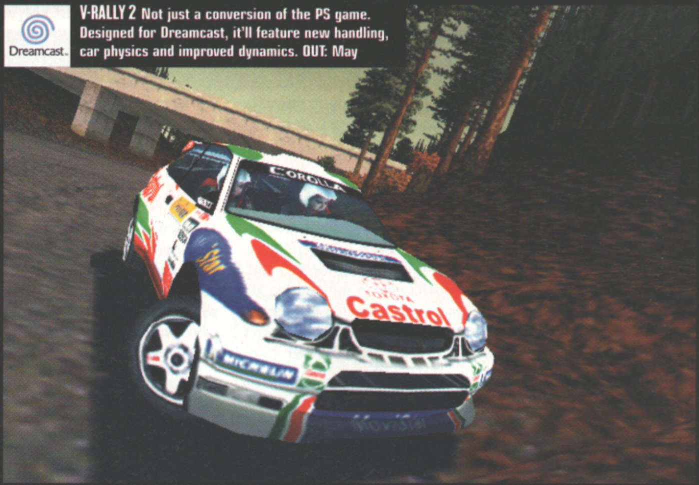
We Reckon

Our first impressions have been very positive. The graphics look more solid than the first game, yet still move as fluidly. The shots on this screen might not look radically different from *GT1*; Sony says the major difference is in the size of the game. The computer drivers' AI has been significantly tweaked, and they jostle more realistically for the racing line and block you viciously. Separating GT and Arcade modes effectively gives you two games in one, and the addition of a Rally mode has got us sweating. We'll bring you the full review next month, which is a good job since we'll have melted the preview discs by then, through overuse.

KODAK PMZ
26
KODAK PMZ
24
KODAK PMZ
25
KODAK PMZ
26
KODAK PMZ
GRAN TURISMO 2
POLYPHONY DIGITAL
©1999 Sony Computer Entertainment Inc.



MEDIEVIL 2 Set in gothic Victorian London, Dan Fortesque is resurrected for another instalment. Expect an arsenal of new weapons, moves, characters and enemies. OUT: April

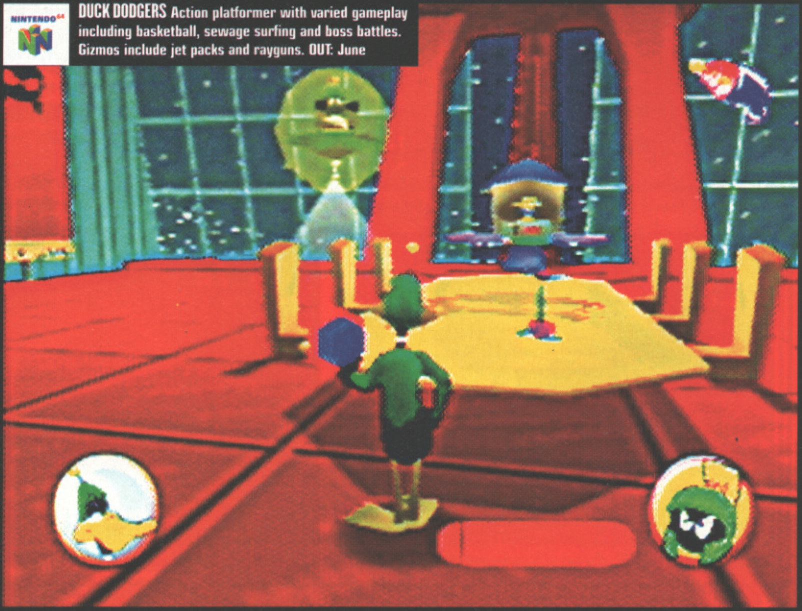


V-RALLY 2 Not just a conversion of the PS game. Designed for Dreamcast, it'll feature new handling, car physics and improved dynamics. OUT: May

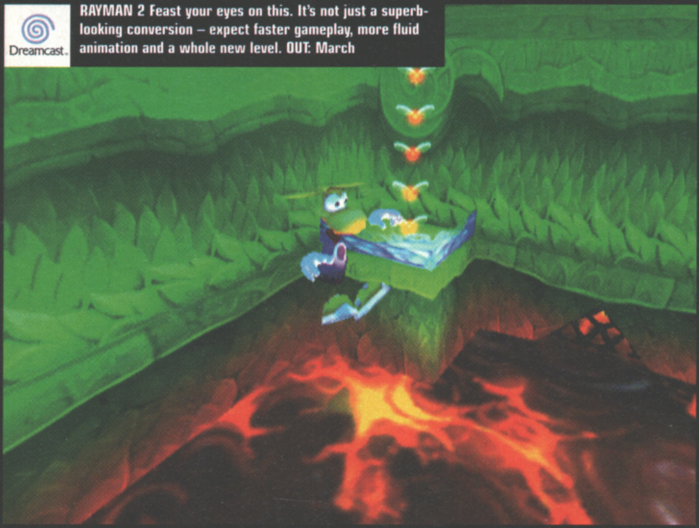
ACCESS ALL GAMES

computer and video games

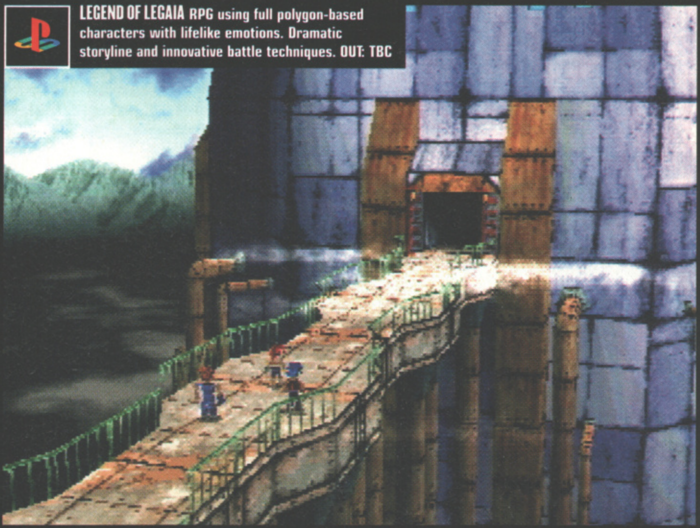
We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else



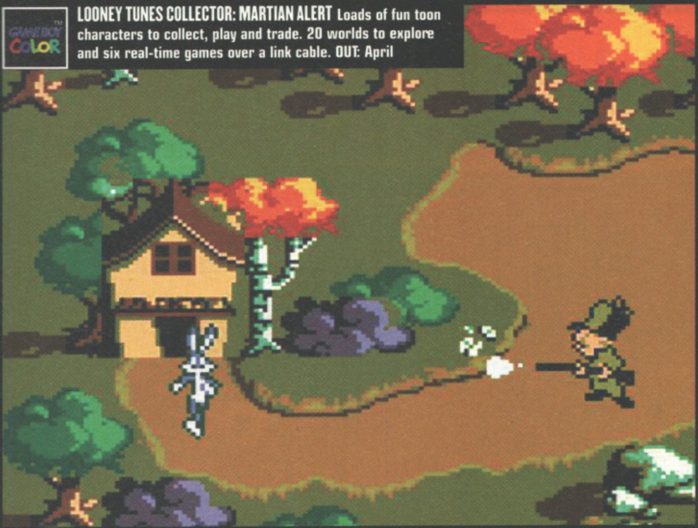
DUCK DODGERS Action platformer with varied gameplay including basketball, sewage surfing and boss battles. Gizmos include jet packs and rayguns. OUT: June



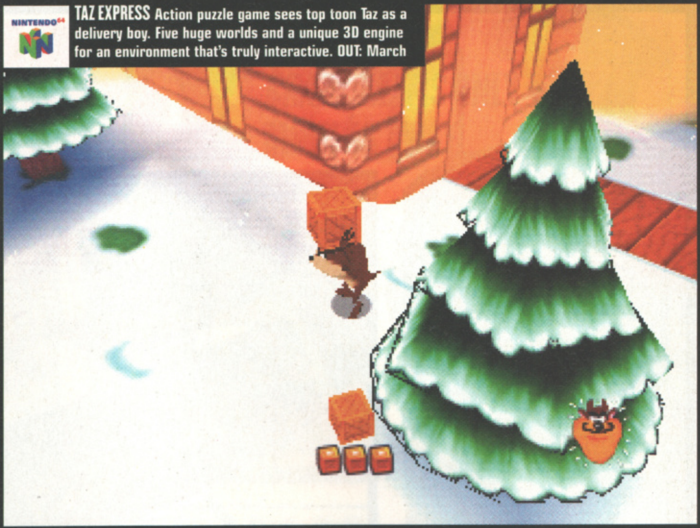
RAYMAN 2 Feast your eyes on this. It's not just a superb-looking conversion – expect faster gameplay, more fluid animation and a whole new level. OUT: March



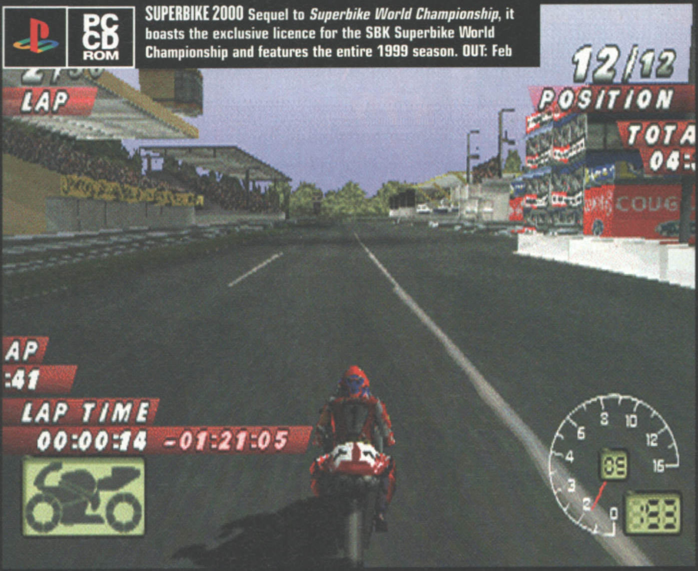
LEGEND OF LEGAIA RPG using full polygon-based characters with lifelike emotions. Dramatic storyline and innovative battle techniques. OUT: TBC



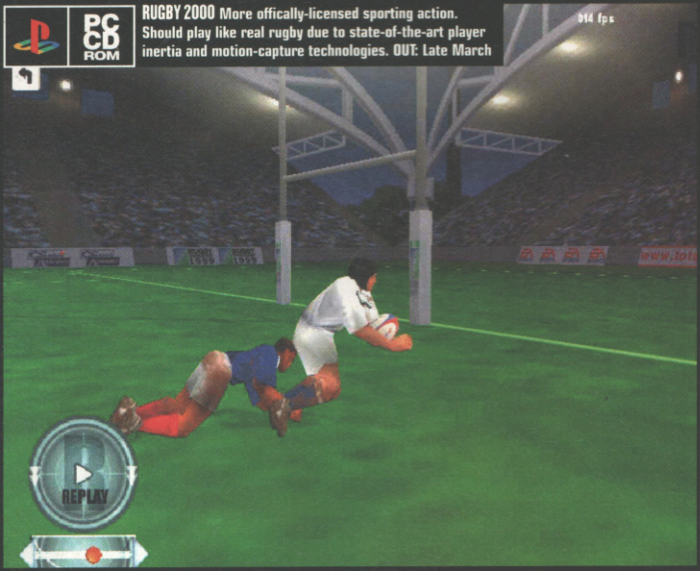
LOONEY TUNES COLLECTOR: MARTIAN ALERT Loads of fun toon characters to collect, play and trade. 20 worlds to explore and six real-time games over a link cable. OUT: April



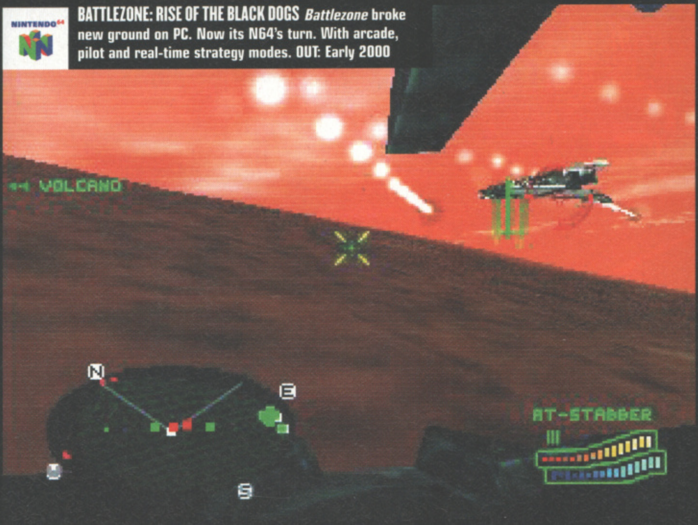
TAZ EXPRESS Action puzzle game sees top toon Taz as a delivery boy. Five huge worlds and a unique 3D engine for an environment that's truly interactive. OUT: March



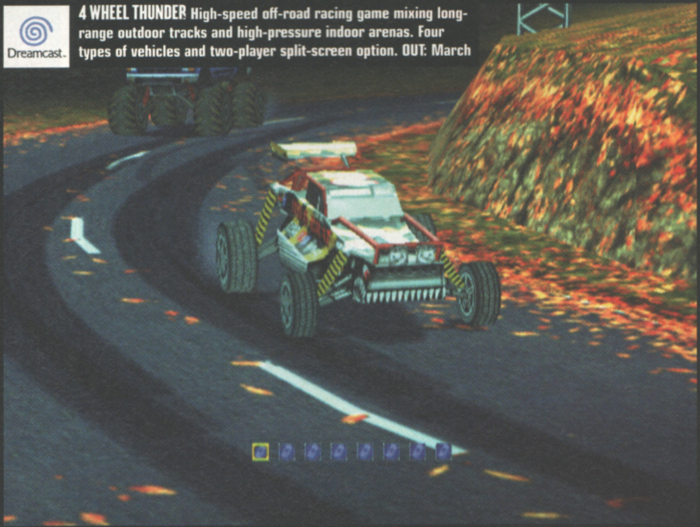
SUPERBIKE 2000 Sequel to *Superbike World Championship*, it boasts the exclusive licence for the SBK Superbike World Championship and features the entire 1999 season. OUT: Feb



RUGBY 2000 More offically-licensed sporting action. Should play like real rugby due to state-of-the-art player inertia and motion-capture technologies. OUT: Late March



BATTLEZONE: RISE OF THE BLACK DOGS *Battlezone* broke new ground on PC. Now its N64's turn. With arcade, pilot and real-time strategy modes. OUT: Early 2000

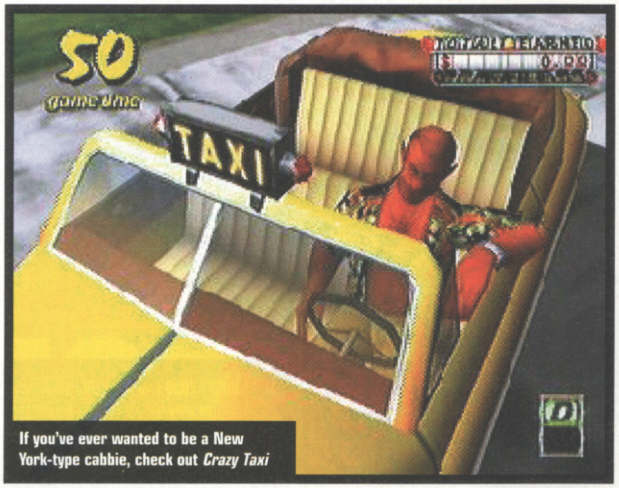


4 WHEEL THUNDER High-speed off-road racing game mixing long-range outdoor tracks and high-pressure indoor arenas. Four types of vehicles and two-player split-screen option. OUT: March

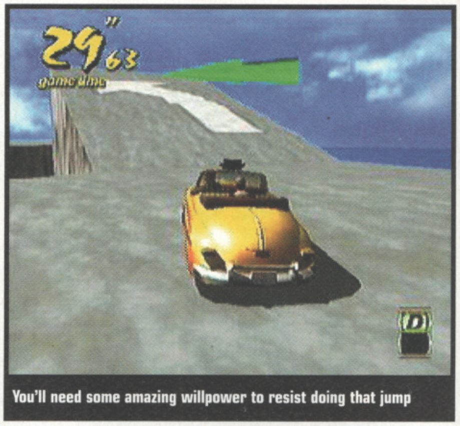
LETS GO MAKE SOME

FACTS

GAME: **CRAZY TAXI**
FORMAT: **DC**
OUT: **SPRING 2000**
PLAYERS: **1**
TYPE: **DRIVING**
BY: **SEGA**
STATUS: **75% COMPLETE**



If you've ever wanted to be a New York-type cabbie, check out *Crazy Taxi*



You'll need some amazing willpower to resist doing that jump

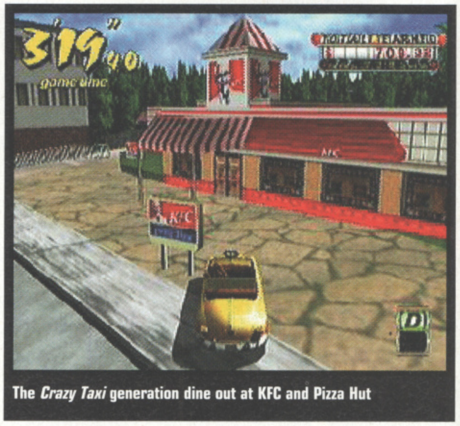
CRAZY TAXI lit up arcades all over the country this year, by allowing any Tom, Dick or Harry to drive like a maniac around the streets of San Francisco. Pretty soon you'll be able to experience that insane driving rush in the comfort of your own home. And believe us, you'll have to.

KENTUCKY FRIED CHICEKN

The idea of the game is simple; you choose one of four cool taxi drivers, then burn around the city streets picking up fares. You'll be asked to drive to a variety of real-world places (for example, KFC, The Levis Store or Tower Records) and you get more points for speed of arrival. If this means taking a short-cut through a pedestrian precinct, fine.

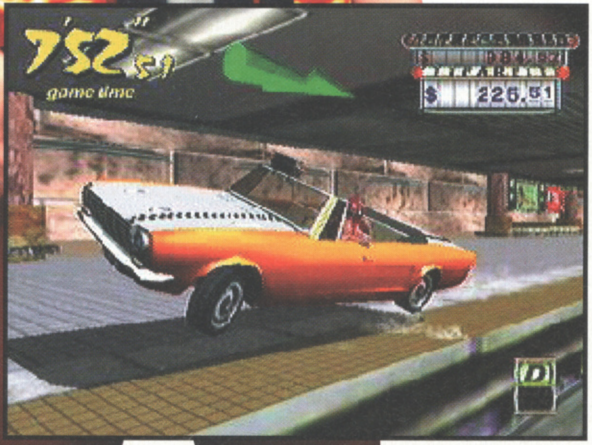
THE GAME OF ZORO

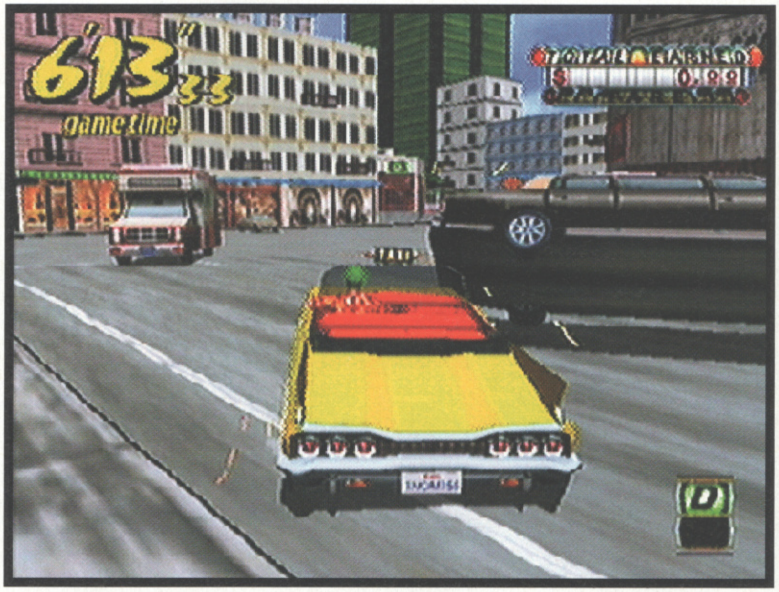
Since the preview disc of the DC version dropped through our door, the



The *Crazy Taxi* generation dine out at KFC and Pizza Hut

8'29"91
game time
TAXI





CVG
Ever
and
gam
on C
unfi
one

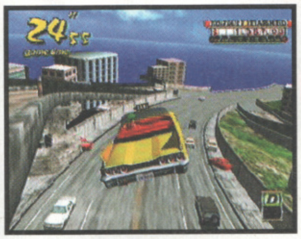
The
the
the s
the b
arca
too,
100r
onco
sma
to co
scre

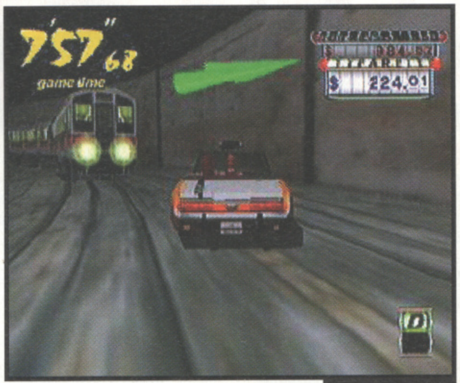
Whe
into
you'
dam
so y
they
idea
mos
and

Not
qui

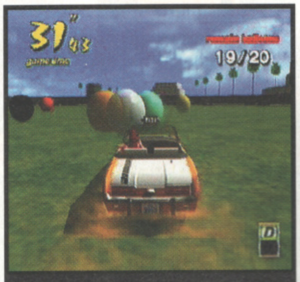
CRAZY MONEY

THE AWESOME *CRAZY TAXI* IS ONLY MONTHS AWAY

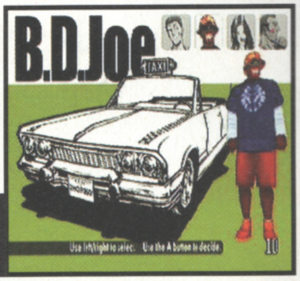




Take a short cut through the subway, but keep an eye out for the trains



A host of sub games stop it getting boring



Each character bops along to the beat on their select screen

CVG offices have ground to a halt. Everyone – publisher, editor, designers and writers, have laid siege to the games room, battling for a few minutes on *Crazy Taxi*. The reason? Even in its unfinished form, *Crazy Taxi* looks to be one of the THE games of 2000.

GIVING ABUSE

The gameplay is similar to *Driver* on the PlayStation at its most manic, while the scenery and vehicles are some of the best graphics ever seen outside an arcade. The pace of the game is frantic too, as you weave down a steep hill at 100mph, slicing your way between oncoming traffic, avoiding pedestrians, smashing up phone boxes and trying to concentrate while your passenger screams abuse at you from the back.

CLOCK'S TICKING

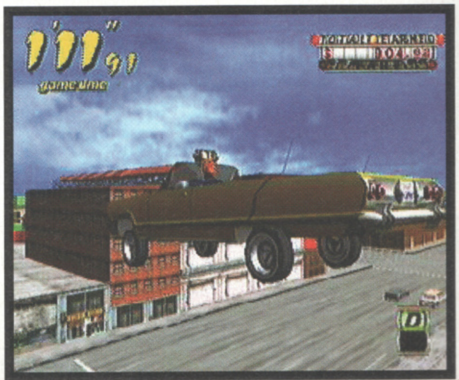
When you inevitably smash the taxi into a building/tree/on-coming truck you'll slow down, but won't take any damage. The clock is always ticking, so your passenger won't be pleased if they're late for the baseball game. The idea of the game is to rack-up the most money in the time limit, so try and keep the punters happy.

RUSH HOUR

Playability, even at this early stage, is spot-on, with even inept gamers able to pick a pad and dive into the action. The taxi handles well, and the Dreamcast analogue stick is put to good effect. Acceleration and brakes are on the trigger buttons, which quickly becomes intuitive – which means all you have to worry about is the traffic. Of which there's loads.

OFFSPRING

The style of the game replicates 1970s chase movies, like Bullitt, better than any game before, with a speed rush unrivalled by any conventional racer. A pumping soundtrack from The Offspring keeps you on edge, and the quirky comments shouted by the drivers and passengers never get tiresome. A host of bonus games add to the arcade experience, including a ski jump-type event off a rollercoaster.

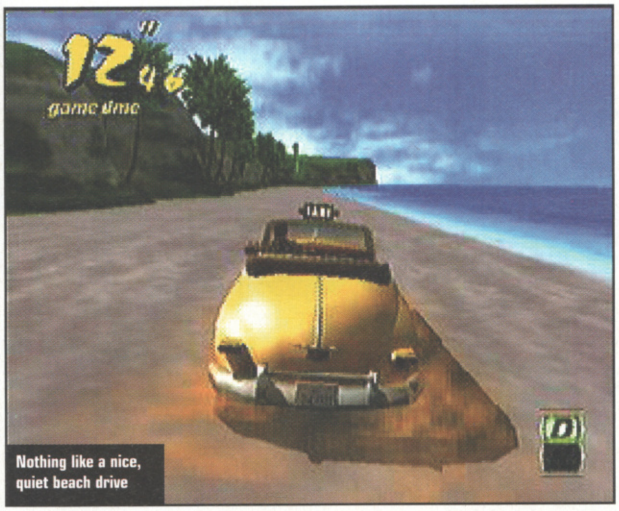


Also included are powersliding contests and against-the-clock obstacle courses.

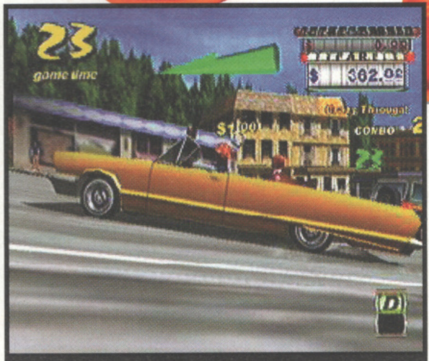
THE ITALIAN JOB

The game really does let you live out your wildest bad-driving fantasies. Want to drive down steps, Italian Job-style? You can. Want to take a short-cut through a multi-storey car park before leaping off the top, to get through town quicker? Then do it. You can't actually mow down the people in the city – they escape at the last minute, *Driver*-style – but all the objects in the environment are fully interactive. You can shunt a hot dog stand down the main street, or knock over every bench in the park.

DEAN SCOTT AND JOFF BROWN



Nothing like a nice, quiet beach drive



You can view the action from some superbly cinematic angles

WE RECKON

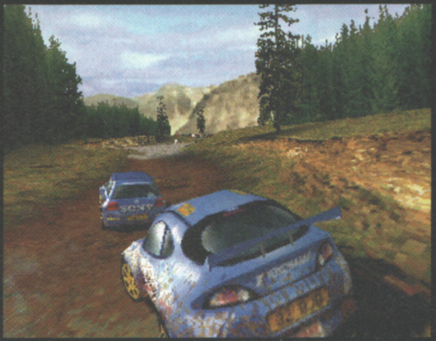
Dreamcast sales will go through the roof when this game hits the streets. It now looks and plays brilliantly, and can only improve before the final release. We can't wait.

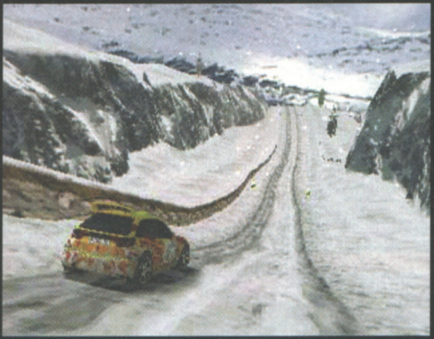
RALLYING FOR

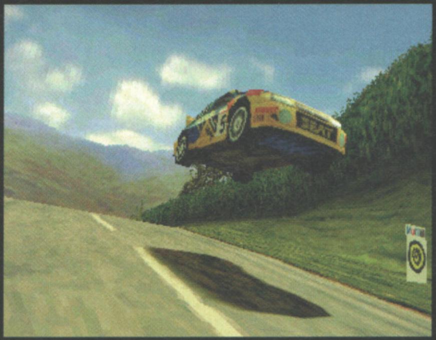
RALLYING HITS NEW HEIGHTS OF POPULARITY WITH THREE NEW GAMES AT THE STARTING LINE. BURN RUBBER

RALLY CHAMPIONSHIP

■ Formats: PlayStation and PC ■ Out: Feb 2000
We raved about the PC version in Issue 218, awarding it five stars, and envious PlayStation owners will soon have their own version. The great news is it's looking fantastic. We even mistook these screenshots for the PC version. The game boasts real-life courses from the Mobil 1 British Rally Championship, and some seriously grim British weather. The handling and car physics are pure simulation.

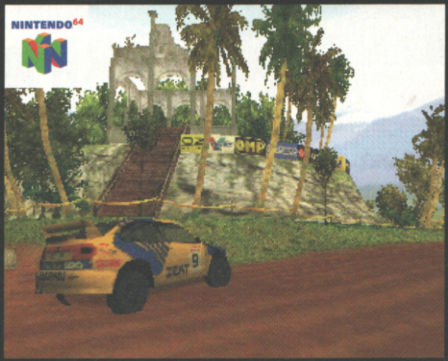

No, this isn't the PC version. Yes, it does look totally amazing


Even the worst weather conditions are recreated perfectly

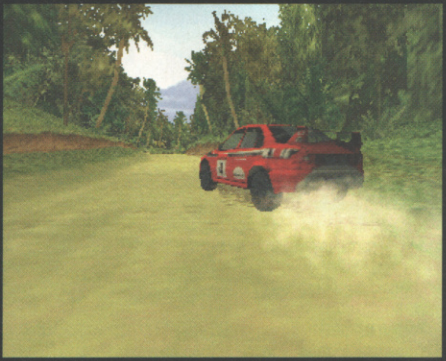

Flying SEAT's are a common problem in many parts of Wales

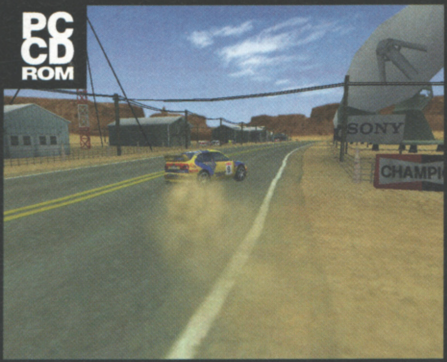
RALLY MASTERS

■ Formats: PlayStation, PC and N64 ■ Out: Feb 25 (PS, PC), April 2000 (N64)
Rally Masters bases the core of its action on the annual Race of Champions. This prestigious event sees champions from all classes of rallying competing on a level playing field by using the same cars on the same tracks. This puts the emphasis squarely on driver skill, rather than who has picked the most suitable car. You'll be up against the likes of Colin McRae, Didier Auriol and Carlos Sainz. The exciting side-by-side race at Gran Canaria is also featured.

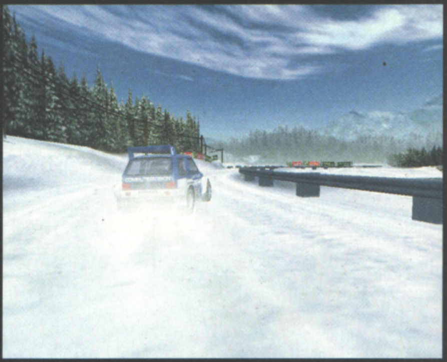


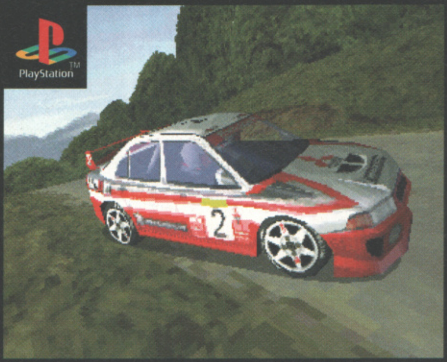
N64 gamers will be glad to get in on the rallying action


With all drivers in the same cars, skill determines the outcome

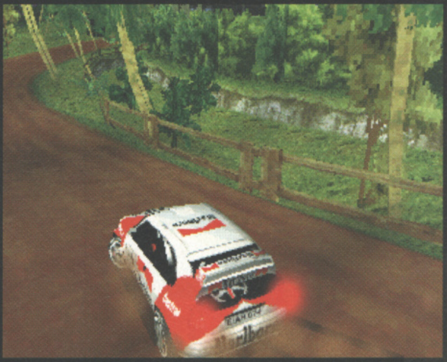


The PC version has the crispest visuals of the lot, as you'd expect


Forget snowmen. The white stuff is all about slidey rally action



If Mitsubishi wants to send us a free Evo 6 like this, they can


Tobacco advertising is bad, so this game needs to be good

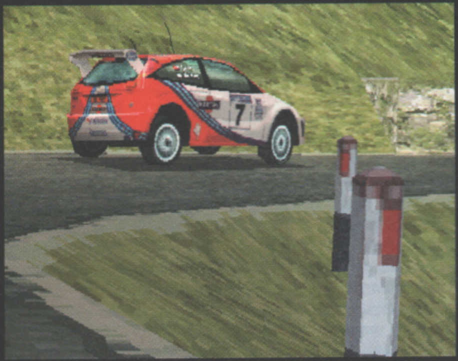
EVERYONE

WORDS: DEAN SCOTT **SCREENSHOTS:** VARIOUS

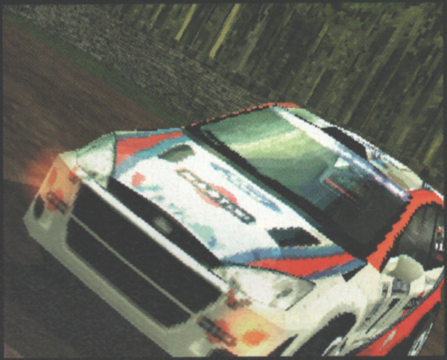
COLIN MCRAE RALLY 2

■ **Formats: PlayStation and PC** ■ **Out: Easter 2000**

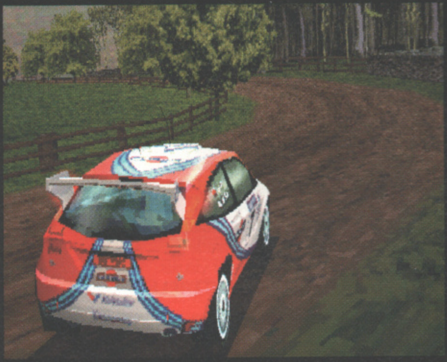
The original still stands as the premier mud racer, and 1.5 million sales of the game suggests there's likely to be a rabid demand for the sequel. This time around, Colin is starring for the Ford team in the Focus World Rally Car, and Codemasters is promising much improved graphical detail, and even more convincing car mechanics. The scenery will be more authentic than ever before, and a host of groundbreaking game modes make it the game the rest must beat.



The livery on this Focus is correct, but in *Gran Turismo 2* it isn't



A rally jedi must learn to focus. Drive a Ford Focus, that is



Colin is quite a geeky name, but Colin McRae made it cool again

> “PlayStation owners will soon have their own version”

computer and video Games
Staff

EDITOR:
Matthew Howell
ONLINE EDITOR:
Paul Davies
DEPUTY EDITOR:
Peter Walker
SENIOR WRITER:
Dean Scott
STAFF WRITER:
Lee Skittrell

ART EDITOR:
Nicola Chubb
DEPUTY ART EDITOR:
Tony Cormack
DESIGNER:
Dan Payne

CONTRIBUTORS:
Maura Sutton
Andy Tipping
Paul Rigby
Julie Fuller

EDITORIAL ADDRESS:
Angel House
338-346 Goswell Road
London
EC1V 7QP

Editorial Tel:
0171-972 6700
Editorial fax:
0171-972 6755
Advertising Tel:
0171-880 7415 (mail order)
0171-880 7416 (software)
0171-880 7404 (consumer ads)
Advertising fax:
0171-880 7443

PUBLISHING DIRECTOR:
Harry Attrill
CONSUMER AD DIRECTOR:
Karen Munro
BRAND MANAGER:
Gil Garagnon
CONSUMER SALES MANAGER:
Elaine Traynor
SOFTWARE ACCOUNT MANAGER:
Penny Humphrey
GROUP PRODUCTION MANAGER:
Emma Minford
ADVERTISING PRODUCTION:
Natasha George
TECHNICAL SUPPORT:
Paul Williams, Rob McBride

SUBSCRIPTION RATES
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00 (includes postage and packing)

SUBSCRIPTION ENQUIRIES TEL:
01858 438 825 (9.30-5.30 Mon-Fri)

PRINTED IN THE UK BY:
Cooper Clegg, Tewkesbury
DISTRIBUTED BY:
Frontline

(c) COPYRIGHT: Computer and Video Games 1999 ISBN NO: 0261-3597

DISCLAIMER: We take care to ensure the accuracy of the information in this magazine, but Computer and Video Games and the publishers can't be held responsible for omissions, errors, misprints or mistakes which may occur.

Computer and Video Games recognises copyrights and trademarks. We've acknowledged copyright holders. If we haven't credited your copyright, we'll correct any oversight.

Computer and Video Games uses DOLBY SURROUND to frag each other senseless in the awesome *Quake 3 Arena*.

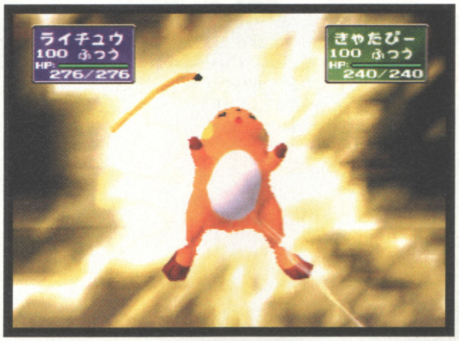
emap active

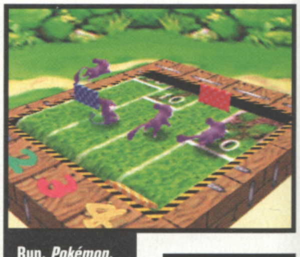
GOTTA PLAY 'EM ALL

POKEMANIACS, PREPARE TO PEE YOUR PANTS

FACTS
GAME:**POKEMON STADIUM**
FORMAT:**N64**
OUT:**SPRING 2000**
PLAYERS:**1-4**
TYPE:**BATTLE GAME**
BY:**NINTENDO**
STATUS:**COMPLETE (JAP)**

GET READY for a *Pokémon* avalanche. As the popularity of the little critters sky-rockets, you can expect more *Pokémon* goodies to arrive and tempt your wallet. First up, there's *Pokémon Stadium* on N64, followed by *Pokémon Silver/Gold* on Game Boy – all due for release this year. All together now: "I wanna be the best there ever was..."





Run, *Pokémon*, run. One of *Stadium*'s many mini-games

AND THE CROWD GOES WILD...

UK N64 owners finally get a piece of the *Pokémon* pie this spring with *Pokémon Stadium*. Essentially a battle game, *Stadium* gives you the opportunity to duke it out with all your favourite *Pokémon* characters. The action is similar to the turn-based Game Boy battles, only now in full 3D, with some flashy special effects.

GAME BOY BONANZA

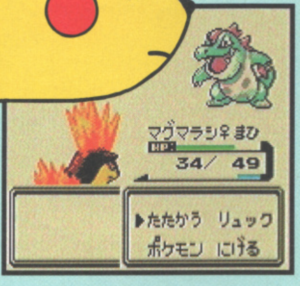
An adapter lets you transfer your trained favourites from Game Boy games into the *Stadium* for awesome battles. It even lets you play the Game Boy adventure through your N64. *Pokémon Stadium* promises multiple modes of play, a four-player battle option, mini-games, and pretty visuals.

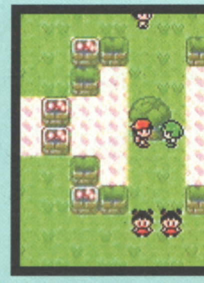
LEE SKITTRELL

WE RECKON

One to watch. *Pokémon Stadium* could be enough to attract newcomers to the *Pokémon* world and to send Pokéfans over the edge.

FACTS
GAME:**POKEMON SILVER**
POKEMON GOLD
FORMAT:**GB COLOR/GB**
OUT:**LATE 2000**
PLAYERS:**1-2**
TYPE:**ADVENTURE**
BY:**NINTENDO**
STATUS:**COMPLETE (JAP)**





THE TRUTH IS IN HERE

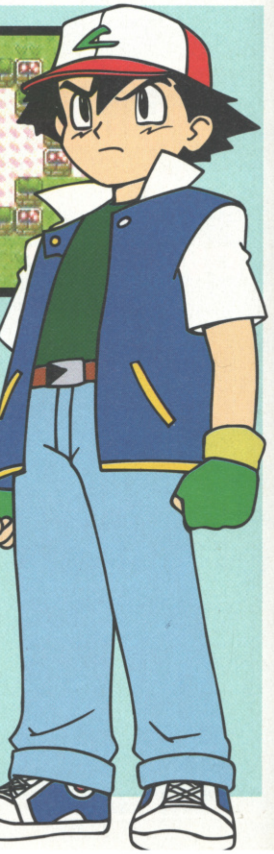
After months of rumours and lies, we can at last bring you the facts. The action will be instantly familiar to fans of the recent *Red & Blue* versions, having you capture, train and trade the wee beasties who roam the *Pokémon* world. There will be some 260 *Pokémon* featured in the games, with the different versions featuring exclusive *Pokémon*.

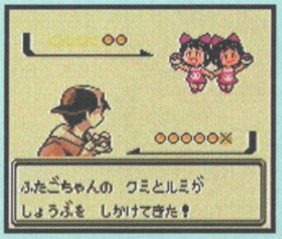
NEW TREATS FOR POKEFANS

The battle graphics have been improved and there's an interesting new time-of-day feature where certain *Pokémon* only come out at night and some can only be used in the daytime.

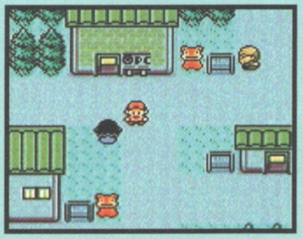
WE RECKON

***Pokémon* fever is gaining momentum and there's already a lot of interest in these two titles. Let's hope the new games don't lose the magic that made the others so popular with millions of players.**



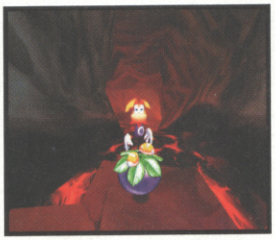


ふたごちゃんの クミとルミが
しょうぶを しかけてきた！



FACTS

GAME: **RAYMAN 2: THE GREAT ESCAPE**
FORMAT: **DREAMCAST**
OUT: **MARCH**
PLAYERS: **1-4**
TYPE: **3D PLATFORMER**
BY: **UBI SOFT**
STATUS: **90% COMPLETE**


Rayman's no longer fun for just one

RAYMAN GETS MATES

HE'S MULTIPLAYER ON DREAMCAST

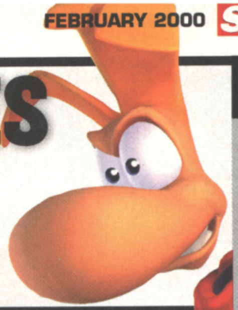
LEGLESS HERO Rayman gets more than a light makeover for his debut on Dreamcast. All previous versions of the game, including the recently released N64 *Rayman 2: The Great Escape*, were great fun. But now, up to four players can enjoy some extremely 'armless entertainment.

CHANGE

Exact details had yet to be released as we went to press, but Dreamcast's version will feature a whole new world called Globox Village – named after the very large number of small blue frogs inhabiting the area. It's an all-new level with repetitive but increasingly hard gameplay. Players can access a cool three bonus levels to play and recharge energy – at least one of which can be played by up to four players.

AND THERE'S MORE

There's also plans to let players download another new level from the Internet and the possibility to play online, too. New special effects also appear – the world becomes dark when Rayman charges up his magic fist, returning to normal light after he's fired. New non-player characters, including rabbits and bats, also put in an apearance in the forest.



There's a whole new world

WE RECKON

The N64 version was a treat. On Dreamcast with a bunch of mates, Rayman can only get better.

REPUBLIC CONSOLE-ATION

FACTS

GAME: **REPUBLIC: THE REVOLUTION**
FORMAT: **PC**
OUT: **EARLY 2001**
PLAYERS: **1-8**
TYPE: **3D STRATAGY SIM**
BY: **ELIXIR STUDIOS**
STATUS: **40% COMPLETE**

PC strategy fans have been working themselves up into a frenzy for months over the scale and level of detail of *Republic: The Revolution*. Now consoles might get a slice of the action.

OFFICIAL

Now Elixir has revealed that it's currently considering whether to convert to one or more of the next-generation platforms, like PlayStation 2 or Microsoft's X-Box. Meanwhile, it is still undecided whether the PC version, which already supports up to eight players across a network, will also have an internet-based game.

WHAT'S SO EXCITING?

Starting with a tiny HQ and one supporter, your aim is nothing short of overthrowing the president of the fictional republic of Novistrana, all of which has been rendered down to an awesome level of detail. With 50 towns and cities and one million citizens with their own daily routines, religious beliefs and political leanings, it's going to be massive.

WE RECKON

The PC version looks and sounds amazing.

FACTS

GAME: **SPACE DEBRIS**
FORMAT: **PLAYSTATION**
OUT: **JANUARY 28**
PLAYERS: **1-2**
TYPE: **SPACE SHOOTER**
BY: **RAGE**
STATUS: **90% COMPLETE**

Float like a butterfly, sting like a laser

MASTER BLASTER

THE ONLY SPACE JUNK HERE IS WHAT YOU BLOW TO BITS

***R-TYPE DELTA* and *Omega Boost* proved that the old-school blaster could be spliced into a modern 3D engine and still play brilliantly. *Space Debris* is a space blaster providing that same instantaneous adrenaline hit.**

USE THE FORCE

Although played out from behind your craft, *Space Debris* reminded us most of the vector arcade classic, *Star Wars*. Hordes of hostile craft attempt to cook your ship in a hail of laser fire, as you dodge and weave your way to each of the ten levels' boss encounter. Cracking visuals and a thumping orchestral soundtrack keep you on constant edge.

WE RECKON

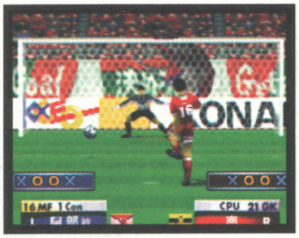
Shooters are always fun, and we'll be interested to see if *Space Debris*' mixture of linear and free-roaming levels can sustain players' interest once the trigger finger starts to ache.

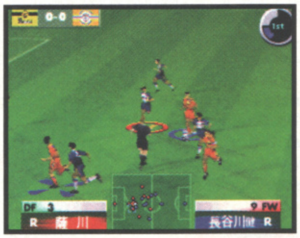
TOP OF THE LEAGUE

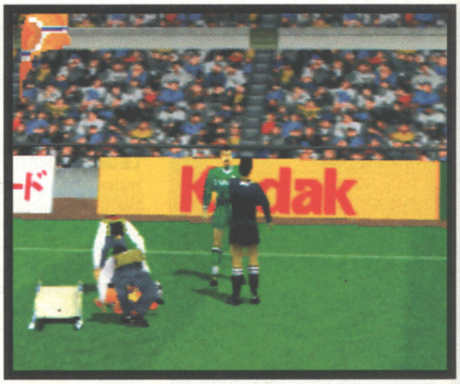
NO NEW *FIFA* MEANS AN UNRIVALLED CLAIM TO THE N64 FOOTIE CROWN

FACTS

GAME: **ISS MILLENNIUM**
FORMAT: **N64**
OUT: **MID 2000**
PLAYERS: **1-4**
TYPE: **FOOTBALL**
BY: **KONAMI**
STATUS: **75% COMPLETE**



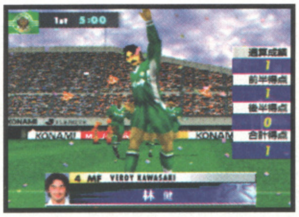


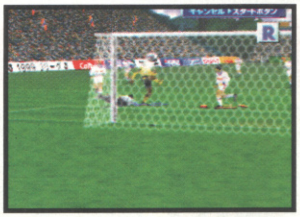


KONAMI'S *ISS* series is, for us, the premier footballing franchise across the console formats. Nintendo players have been anticipating a new version of *ISS* for a while, but the bad news is it's still a whole six months away. The good news, though, is that this should give Konami time to pack in all sort of gameplay improvements.

GAMEPLAY TWEAKS

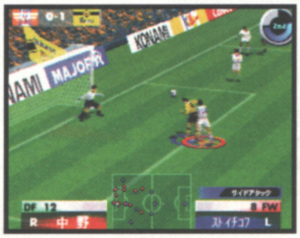
The basic football action remains as compelling as ever, and is tweaked for maximum realism. The ball now breaks free following a crunching tackle, rather than sticking to a player's foot, plus you can knock the ball past defenders and beat them with pace. If a player over-stretches for the ball, he'll toe poke-it, and any easy goals from the previous version will be removed as the difficulty level increases.





MONEY TALKS

More interesting is the addition of a career mode, where you play a young apprentice footballer, looking to make it to international standard. You do this by training hard and cracking all sorts of footie subgames, as well as playing matches. Whether or not you can specify a bung for your big money transfer to a London club is unclear at this time.



DEAN SCOTT

WE RECKON

With no new *FIFA* game anywhere near the horizon, even the heathens will be forced to buy the best Nintendo 64 footie game around. It'll be great.

MAGIC: THE GATHERING

FREE WITH almost 90,000 copies of this month's Computer and Video Games is a set of *Magic: The Gathering* demo game cards. For lucky readers who've got a pack, you can sample the best-selling trading card game of all time.

WHAT'S IT ABOUT

If you're one of the few who have yet to play this brilliant game, you need to know what it's all about. *Magic: The Gathering* tests players' strategic thinking and intellect. In this intense two-player game, players battle to reduce opponents' lives from 20 to nil. Each player's card deck, or 'spellbook', contains a range of illustrated, magical lands, creatures and sorceries, which you use to attack and defend your mythical world.

ADVANCED LEVELS

New players can play *Magic Starter* (an entry-level game) before moving on to the advanced level. The regular release of new cards keeps the game fresh and stimulating. If you need any more convincing on just how big *Magic: The Gathering* is, check this out: created by the world's largest publisher of hobby games, Wizards Of The Coast, it's played in 52 countries by an estimated six million people.

AND THERE'S MORE

Inside your demo pack you'll find a deck of cards and some easy-to-follow instructions. Just get a friend to play the game with you and we reckon you'll be hooked in no time. *Magic: The Gathering* is available in random decks, theme decks and booster packs (smaller packs of random cards). Prices start from £6.99, booster packs from £2.20, and it's available in all leading toy and hobby retailers throughout the UK including Virgin and Electronic Boutique.

MAGIC The Gathering GAME
STARTER
THE ACTION STARTS HERE!
MAGIC The Gathering®
STARTER LEVEL
A Richard Garfield Game™
STARTER
GAME

WE RECKON

Play it now. It's addictive and you'll soon want to play with more cards.

10 MAGIC: THE GATHERING GIFT BOXES TO BE WON

If you enjoyed the *Magic: The Gathering* demo game that came free with this issue, you could win a cool Starter Gift Box Set. Each one comes with two ready-to-play decks of cards, an oversized collectable card and an instructional video. All you have to do is answer this really easy question.

Q. Who makes *Magic: The Gathering*?

Write your answer down on a postcard and send it to:

**It's a Kind Of Magic
Computer and Video Games
London
EC1V 7QP**

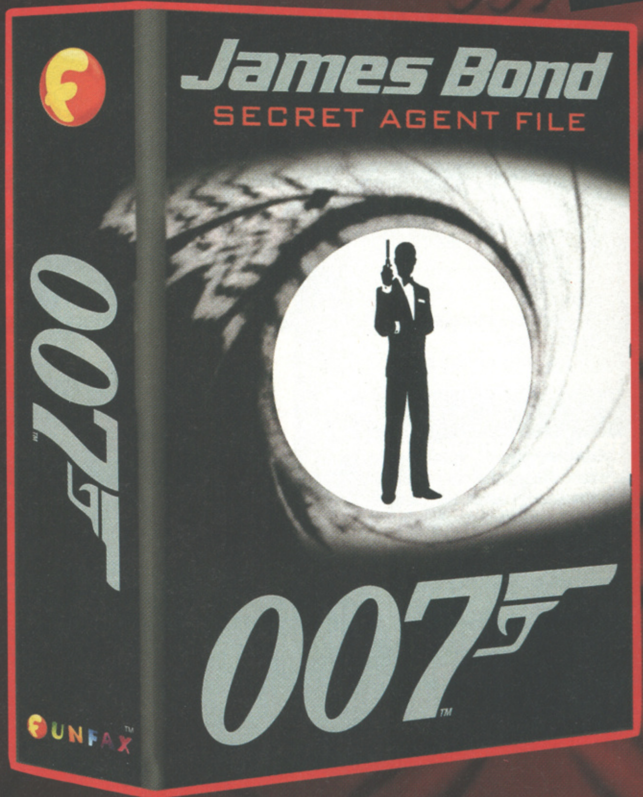
©1999 Danjaq, LLC and United Artists Corporation. All rights reserved.

FUNFAX

NOBODY DOES IT BETTER

NOW YOU TOO CAN BE A MEMBER OF THE ELITE SECRET SERVICE WITH THE JAMES BOND FUNFAX

TIMELINE
TIMELINE
THIS FILE CONTAINS CLASSIFIED INFORMATION ISSUED ONLY TO MI6 AGENTS OF DOUBLE-O STATUS.
This file has been issued to:
First names
Surname
Alias/code name
Headquarters/address
Telephone
Pager/mobile
E-mail
Web address
Personal
NON-MI6 EMPLOYEES MAY NOT READ FURTHER - FOR AGENTS' EYES ONLY.
MI6: HER MAJESTY'S SECRET SERVICE.


James Bond
SECRET AGENT FILE
007
007
FUNFAX

Includes:

- Classified issue file (personal details, preferences, passwords and aliases)
- Mission and urgent assignment file
- Fantastic fold-out Bond history (featuring all the films)
- Diary
- Contacts file (address book)
- Spy quizzes and games

007 JAMES BOND FUNFAX IS PACKED FULL OF INFORMATION.
ARE YOU UP TO THE CHALLENGE?

DK

www.dk.com

©1999 Danjaq, LLC and United Artists Corporation. All rights reserved.

BLOCK ROCKIN' BEAT

DANCE MUSIC fans better start selling off those rare white labels – *Beatmania* is ready to rock on the PS.

FACTS

GAME:**BEATMANIA**
FORMAT:**PLAYSTATION**
OUT:**DECEMBER**
PLAYERS:**1-2**
TYPE:**MUSIC CREATION**
BY:**KONAMI**
STATUS:**90% COMPLETE**

LOOKS ARE DECEIVING

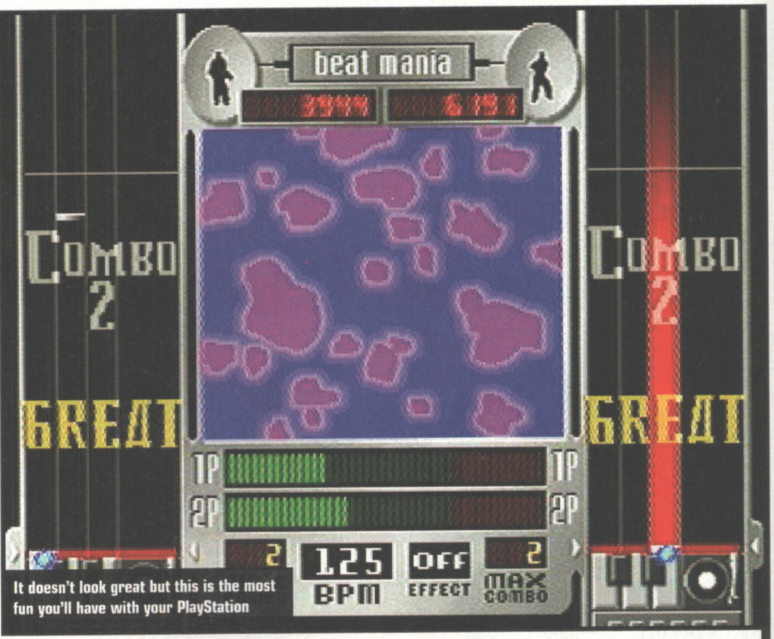
These screenshots might look like they come from the worst game ever, but *Beatmania* is the coolest thing to hit the PlayStation in ages. Gauges representing musical notes scroll down the screen, and you hit the corresponding piano key, or scratch the turntable in time to produce some fly-dance tunes.

SING IT BACK

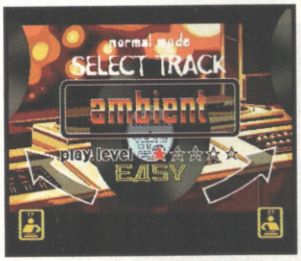
If differs from *Music 2000* in that the tune is already set, and you proceed to the next level by being suitably rhythmic. You can even face-off against a friend for a life-enriching sound clash. Playing the game is great fun, especially if you've got the deck controller. Moloko's awesome Bring it Back livens up the garage section, and you'll be mixing up rave, techno and ambient choons, among others.

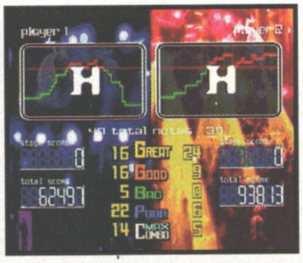
DEAN SCOTT

Tony's elbow itched beyond belief. A perfect excuse from some *Beatmania* scratching



It doesn't look great but this is the most fun you'll have with your PlayStation





WE RECKON

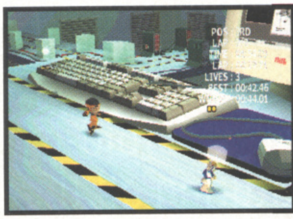
***Beatmania* is instant fun. Don't expect long-term fun, do expect to be more popular than the party DJ.**

MICRO MANIA

MICRO MACHINES DITCH THEIR WHEELS

FACTS

GAME:**MICRO MANIACS**
FORMAT:**PLAYSTATION**
OUT:**MARCH**
PLAYERS:**1-5 (TBC)**
TYPE:**RACER**
BY:**CODEMASTERS**
STATUS:**80% COMPLETE**



Look, this must be the next big thing in PC screen technology. The 100ft-high monitor

CODEMASTERS HAS re-invented the big-selling racing *Micro Machines* series, only this time you'll be burning shoe-rubber instead of wheel-rubber.

YOU MANIAC

Instead of mini vehicles, players will be racing inch-high life forms called Maniacs, who'll run, leap and climb their way around circuits featuring giant-looking ordinary household objects. Milk cartons, for example, turn into towering sky-scrapers.

IT'S HYPNOTIC

The gameplay promises to be fast and furious but fun and addictive. Made especially for multiplayer racing, there are a dozen Maniac characters to play, all with equal skills. The only difference is the weapons they use – Twister has a whirling dervish spin attack while Mesme has a hypnotic psychic grab.

PETER WALKER

WE RECKON

***Micro Maniacs* is on track to be a riot of fun.**

TAZ BLOWS UP A STORM

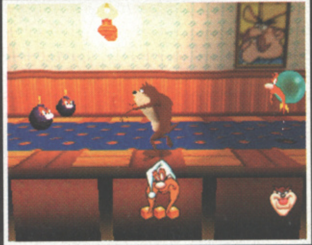
FACTS

GAME:**TAZ EXPRESS**
FORMAT:**N64**
OUT:**MARCH**
PLAYERS:**1**
TYPE:**ACTION PUZZLE GAME**
BY:**ZED TWO**
STATUS:**90% COMPLETE**

TOON FAVOURITE Taz is joined by a host of Looney Tunes characters, including Wile E. Coyote and Yosemite Sam, for over 30 levels of fast and fun gameplay in this action puzzler. Taz has been forced to take a job as a delivery boy for next-day courier services Taz Express. You have to make sure he does his job.

MOVE IT

Taz will need to explore five huge worlds in his bid to deliver a fragile ACME crate, including Tasmanian Bushlands, City, Mars, Monument Valley and Wild West. Whirlwind Taz's special moves include jumping sky-scrapers as well as picking up, carrying and throwing any object. You'll also get the chance to eat anything that gets in your way, or destroy it with the toon's legendary spin.



TAZ WORLD

Taz's world should be a truly interactive, living environment where just about everything can be changed and interacted with. It's looking pretty good with clear and crisp graphics.

PETER WALKER

GAME BOY COLOR

DRAGON WARRIOR™

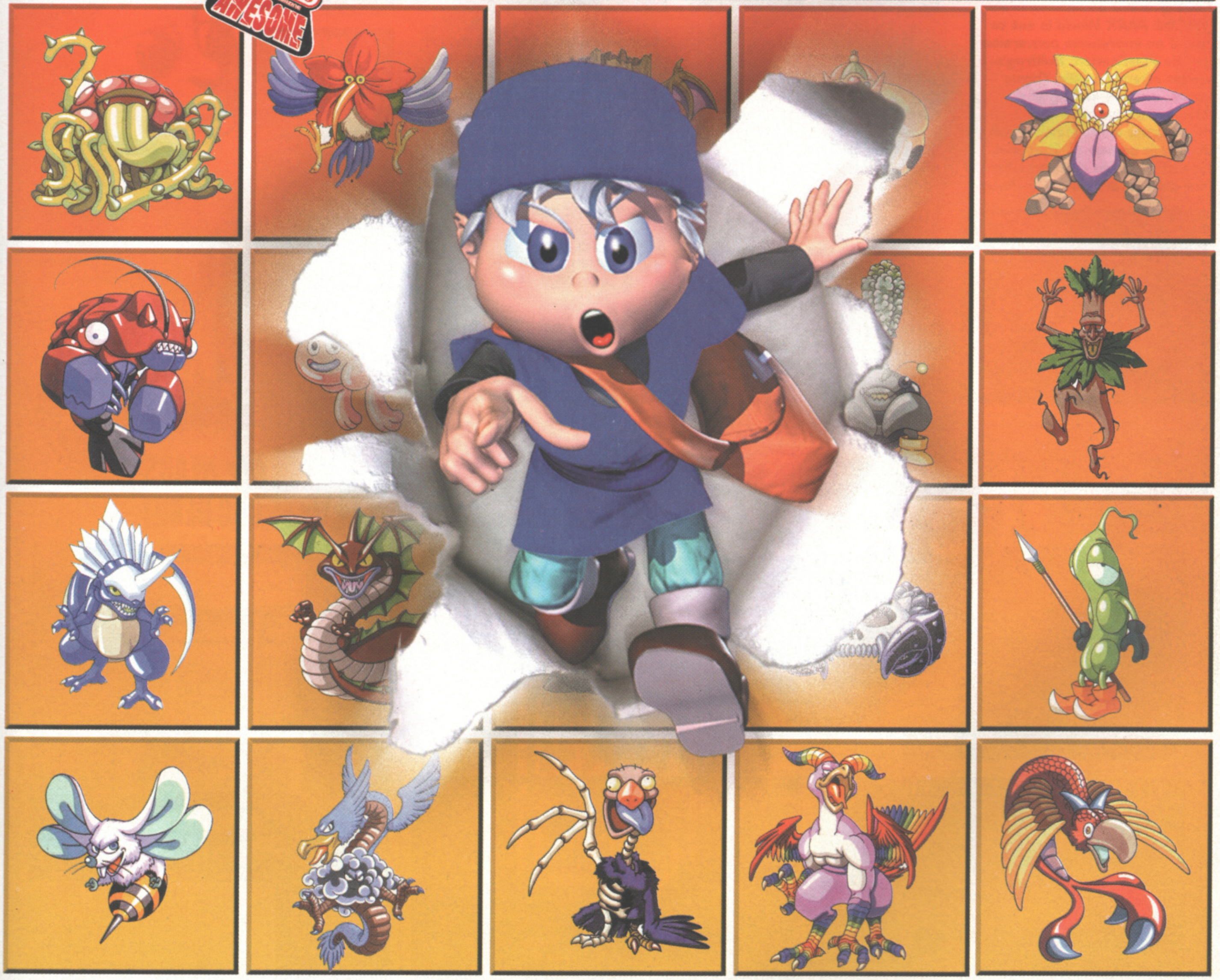
MONSTERS

GAME BOY

"A Pokemon beater's on its way to the UK"
OFFICIAL NINTENDO MAGAZINE - 90%

"Dragon Warrior Monsters is the Rolling Stones to Pokémon's Beatles"
N64 - 5/5

"Monstrously good fun"
C&VG - 5/5



Enter a wonderland of kings, monsters and magic spells with Dragon Warrior Monsters. Make monsters your friends to fight through the dangers ahead in your journey to become the most powerful monster master in the world.

www.eidos.com

Dragon Warrior Monsters™ © 2000 Armor Project / Bird Studio / Enix. All Rights Reserved. Dragon Warrior Monsters and Enix ® are trademarks of Enix Corporation. Published under license by Eidos Interactive Limited 1999. NINTENDO ® GAME BOY ™ AND ® ARE TRADEMARKS OF NINTENDO CO., LTD.

ENIX

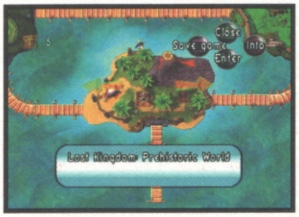
EIDOS INTERACTIVE

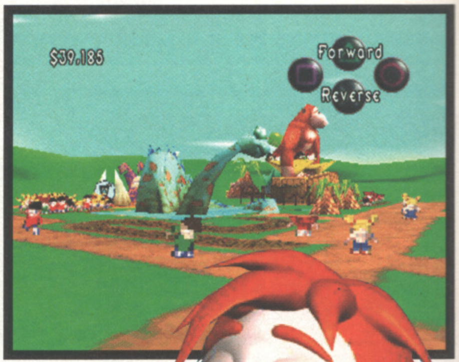
THEME PARK PEARL

PLAYSTATION'S SIM LOOKS LIKE A GEM

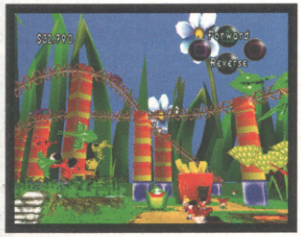
FACTS

GAME:**THEME PARK WORLD**
FORMAT:**PLAYSTATION**
OUT:**FEBRUARY**
PLAYERS:**1**
TYPE:**SIM**
BY:**BULLFROG/CLIMAX**
STATUS:**90% COMPLETE**


Close
Save game
Info
Enter
Lost Kingdom: Prehistoric World


$39,185
Forward
Reverse

THEME PARK World is set to make an impressive conversion to the PlayStation. Bullfrog's latest offering in the *Theme* series was something of a disappointment on PC, frustrating some players with its freeform gameplay. That was one of the main criticisms behind our three-star rating last issue.


$32,790
Forward
Reverse

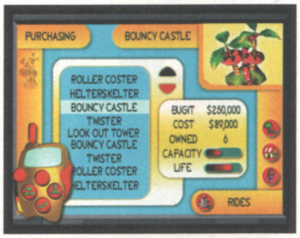
GOAL-LED

But *TPW* on PlayStation will be goal-led and promises to be all the better for it. Players need to build, hire, fire, research and clean their way through a series of clear objectives to acquire golden tickets, giving them access to all eight islands and features in the game. Now you'll also need to get enough tickets to buy a camcorder, which will let you ride your own rollercoasters.

MINI GAMES

You'll even get to play a series of funfair-style sub-games like twatting idols with a mallet and betting on races. Just what you'll need to do to access the mini games is being kept under wraps, but it should be another great incentive to keep playing. But don't be fooled – the full-on mechanics of a sim are still lurking behind the cutsey 'toon graphics and 3D world. Even the interface looks intuitive, which is a surprise considering there's no cursor.

PETER WALKER


PURCHASING
BOUNCY CASTLE
ROLLER COSTER
HELTERSKELTER
BOUNCY CASTLE
TWISTER
LOOK OUT TOWER
BOUNCY CASTLE
TWISTER
ROLLER COSTER
HELTERSKELTER
BUGIT $250,000
COST $89,000
OWNED 6
CAPACITY
LIFE
RIDES

WE RECKON

Sims have traditionally been PC territory and Bullfrog's *Theme* series has been no exception. The more structured *TPW* on PlayStation promises to prove that consoles can do sims better.

ENTER THE DRAGON

IK+ NEARS GBC DEBUT

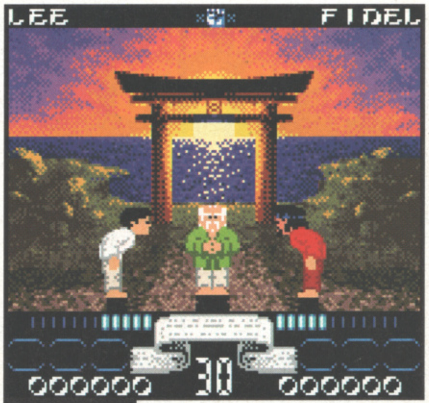
FACTS

GAME:**IK+**
FORMAT:**GB COLOR**
OUT:**MID-FEB**
PLAYERS:**MULTIPLAYER (WHEN LINKED UP)**
TYPE:**BEAT 'EM-UP**
BY:**STUDIO 3**
STATUS:**85% COMPLETE**

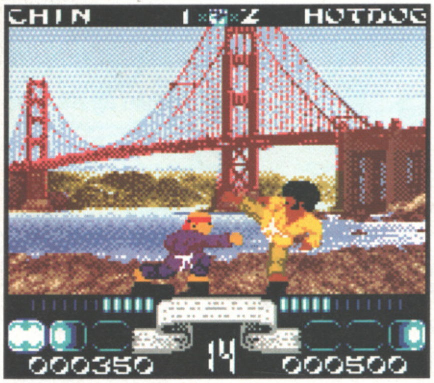
OLD-SCHOOL fighter fanatics are about to have their prayers answered. The definitive 8-bit fighting game *International Karate Plus* will be punching groins and headbutting faces on a Game Boy Color screen soon. Best of all, it's looking every bit as good as the original, and a host of added features make it a must play – even for *IK+* black belts.

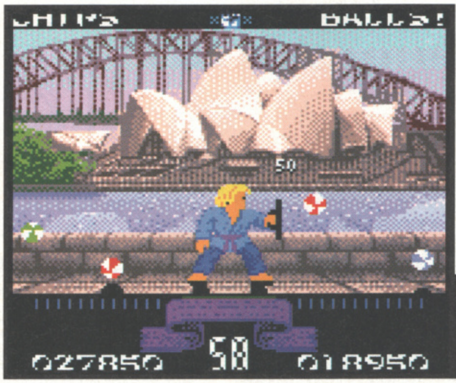
FAMILIAR FACES

Beat 'em-up veterans will fondly recall those three karate blokes going at it on their Commodore all those years ago. The new version only features two fighters on screen at once, but a whole roster of characters makes up for this. There's the spitting image of Bruce Lee, a Chuck Norris lookalike and that dude from Enter The Dragon (yellow suit, big afro) makes an appearance.


LEE
FIDEL
000000
30
000000

The background featured here is identical to the original C64 game. Awesome


CHIN
1
2
HOTDOG
000350
14
000500

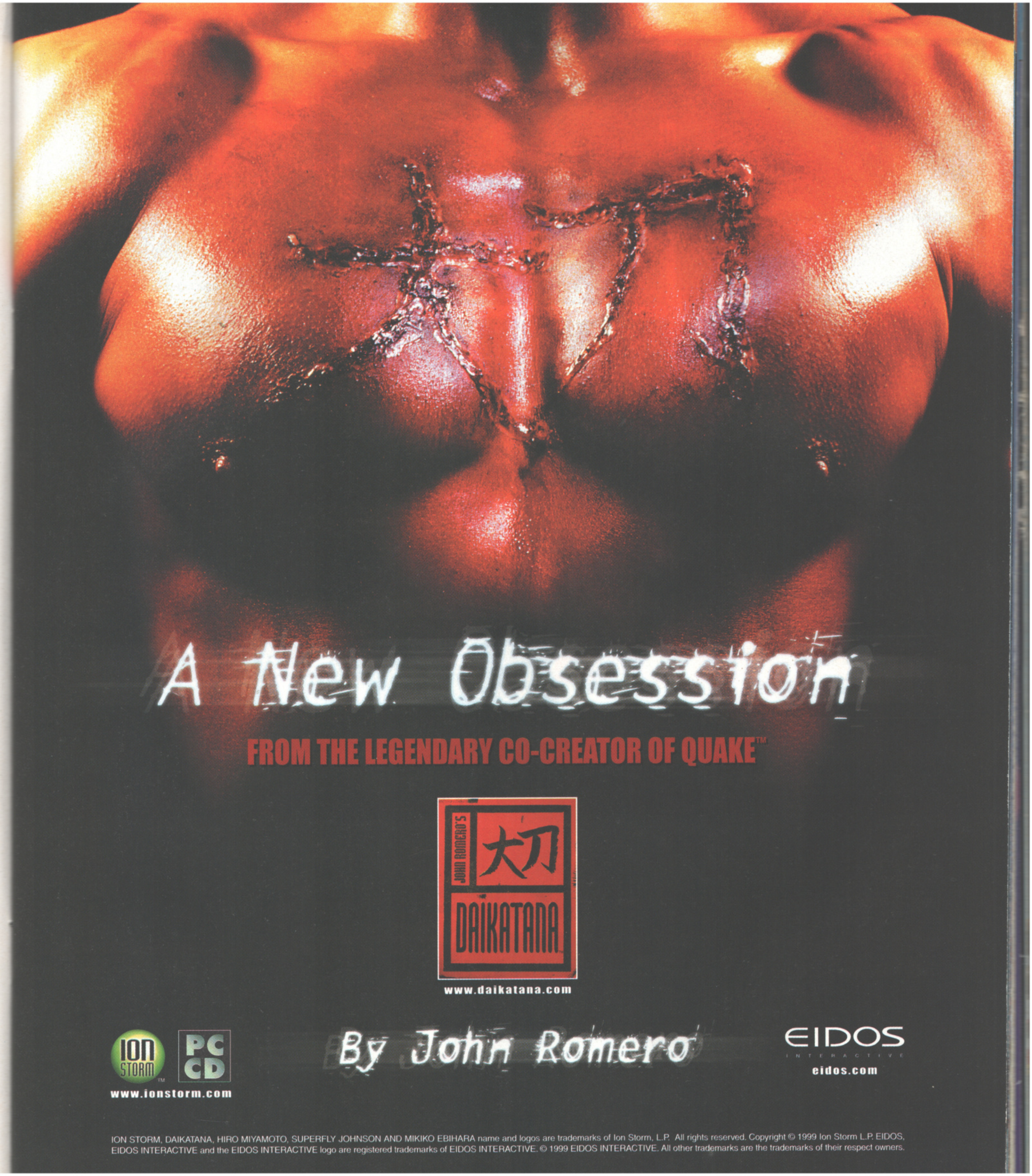

CHIPS
BALLS!
50
027850
58
018950

You get to deflect bouncing balls with a shield as a sub game to test your reactions

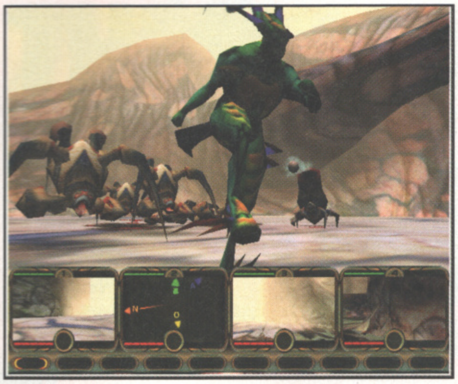
TROUSERS DOWN

The hallmark of *IK* was its simple playability and humour, including a key combo to drop your rival fighter's trousers. The version we played was amazingly faithful to the original, down to the same music and backdrops. Look out for next month's review. Hiiyyyaaaa!!!

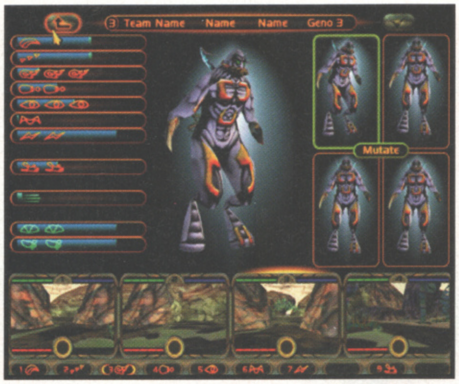
DEAN SCOTT


A New Obsession
FROM THE LEGENDARY CO-CREATOR OF QUAKE™
JOHN ROMERO'S
大刀
DAIKATANA
www.daikatana.com
ION STORM
PC CD
www.ionstorm.com
By John Romero
EIDOS INTERACTIVE
eidos.com

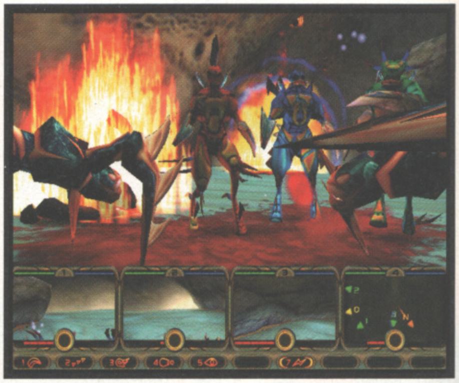
ION STORM, DAIKATANA, HIRO MIYAMOTO, SUPERFLY JOHNSON AND MIKIKO EBIHARA name and logos are trademarks of Ion Storm, L.P. All rights reserved. Copyright © 1999 Ion Storm L.P. EIDOS, EIDOS INTERACTIVE and the EIDOS INTERACTIVE logo are registered trademarks of EIDOS INTERACTIVE. © 1999 EIDOS INTERACTIVE. All other trademarks are the trademarks of their respect owners.



Outnumbered and outgunned? So grow another one



Choose your mutation when you want by entering The Mutator



In the crazy world of *Evolva* you can grow weapons but not food

UP THE EVOLVA-LUTION

EVOLVA WILL TURN YOUR PC INTO A MEAN GENE MACHINE

FACTS

GAME: **EVOLVA**
FORMAT: **PC**
OUT: **MARCH**
PLAYERS: **1-8**
TYPE: **TACTICAL SHOOTER**
BY: **COMPUTER ARTWORKS**
STATUS: **90% COMPLETE**

TACTICAL PC shooters seem to be as common as muck these days – but there's none quite like *Evolva*. Take the mind-boggling beauty of organic art, the squad-based gameplay of *Delta Force* and the cool gene-splicing idea of *Gene Wars* and you're starting to get the picture.

GONE GENETIC

The idea behind *Evolva* sounds straightforward – you're in charge of a team of four warriors taking out a massive alien parasite and its army of guardians that have infected a planet. But Evolva's gone all genetic.

Your team are genohunters – the ultimate flexible warriors, absorbing DNA from lifeforms they kill to mutate into different species with new, built-in weapons and abilities. So forget traditional weapon and shield pick-ups – you grow your own. There are over a dozen core genes with different capabilites – ten of which are weapons – and five levels for each of those.

GENE GENIE

That's not the half of it. The genes they use affect the way the creatures move and respond – so a heavy weapons genohunter might look more heavy-set. Then, take on board different colours, textures, headgear, spikes and other subtle graphical differences, and you're looking at a staggering one billion genetic combinations.

BRAIN POWER

The AI promises to be something pretty special, too – complex emotions mean injured enemies may leg it but return to attack you if they bump into more of their kind. Even your team should be pretty smart – if you are. They learn from you, so if they see the weapon you're using is more effective than theirs, they'll use it too. Important stuff if you're to rely on them not to act stupid when setting ambushes, providing covering fire or acting as decoys.

TRADE HUNTERS

Multiplayer looks promising, too. Deathmatching with your team of four is already on the cards and other multiplayer innovations are also under development – but the creatores, Computer Artworks, is keeping them under wraps till release. There are even plans in place to let players trade their genohunters, *Pokémon*-style, over the internet.

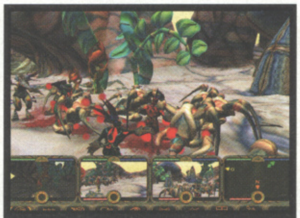
DIRTY

So what's with the snigger-inducing name? *Evolva* is meant to be a play on the word 'evolve' and in the game you play an Evolva – an elite commander patrolling the outskirts of known space. Executive producer Paul Whipp said, "The rude connotation didn't occur to us until our American colleagues pointed it out. We rather like the name and I'm loathe to change it now."

PETER WALKER

Is that an *Evolva* in your pocket or are you just pleased to see a cool tactical shooter?

Eight players in multiplayer means 32 genohunters going head to head. Argh



The boxes along the bottom let you see what your team sees. Quick, run

WE RECKON

A shot in the arm and two in the face for tactical shooters. Evolution or revolution – we'll see.

FOURTH TIME LUCKY

WILL COOL BOARDERS MANAGE TO GET IT RIGHT THIS TIME AROUND?

FACTS

GAME: **COOL BOARDERS 4**
FORMAT: **PLAYSTATION**
OUT: **MARCH 25TH**
PLAYERS: **1-4**
TYPE: **SNOWBOARDING**
BY: **IDOL MINDS/989 STUDIOS**
STATUS: **80% COMPLETE**

SONY PREPARES to shoehorn it's fourth *Cool Boarders* game into an extremely crowded snowboarding market. The new version hopes to repair the damage done to the series by a dodgy third instalment.

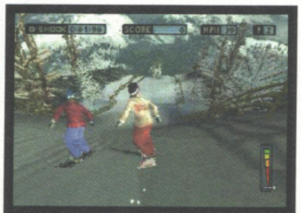
BACK IN CONTROL

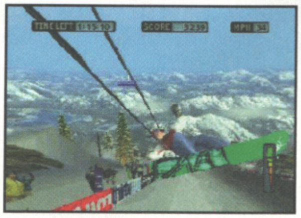
Fans of *Cool Boarders 2* despaired at the third game's overly complex trick system. *Cool Boarders 4* features a far more intuitive system, meaning you'll be popping mad stunts on the game's five mountains in no time. A 16-strong roster of real-life pro-boarders replaces the generic nobodies of previous incarnations, adding spice for powder enthusiasts.

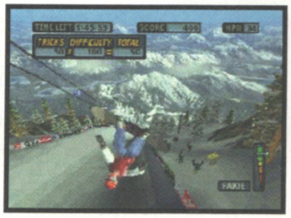
BE YOURSELF

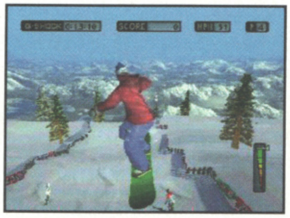
The new character system also allows you to create your own rider, specifying height, weight, clothing, etc. You can even tailor the board for your rider to suit your own playing style. Graphically, the game isn't a great leap from its predecessor, but the courses are better designed. A selection of game modes should keep things lively in the long term, including the two-player favourite half-pipe' mode.

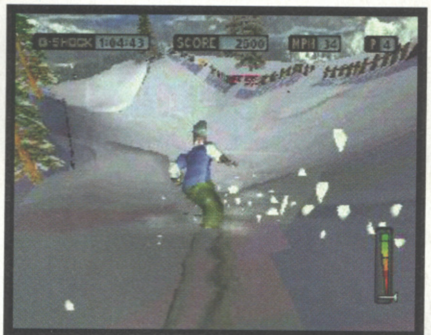
DEAN SCOTT

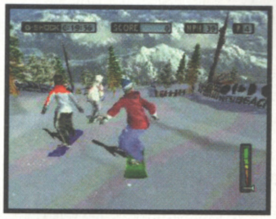

If a rider gets up beside you, play fair: punch him in the face so he falls off


Hit a ridge at full tilt, and you too could be catching air that's as phat as this




If you're this cool, you get to drink Pepsi Max and have really bad facial hair


Danger! Deep snow and bad dandruff


The Bad Hat championship semi-final

WE RECKON

Resident board guru, Intergalactic Tony C, is hailing this as the best in the series. Full review next month.

LIGHTS, CAMERA, ACTION!

SLAVE ZERO ARRIVES ON DC WITH A BANG

FACTS

GAME: **SLAVE ZERO**
FORMAT: **DREAMCAST**
OUT: **MID-FEB**
PLAYERS: **MULTIPLAYER 1-4**
TYPE: **3D SHOOTER**
BY: **INFOGRAMES**
STATUS: **95% COMPLETE**

SOON YOU'LL be able to stomp giant robots over an unsuspecting city in the four-player, *Slave Zero*. Originally billed as a launch title on DC, it's finally about to make its debut.

REBEL YELL

In single-player you're a young rebel who has taken control of a giant biomechanical robot. Viewed from the third-person, your bot stomps the streets, blasting at bad guys. An array of power-ups enhances your three basic weapon types: rifle, energy weapon and rocket launcher.

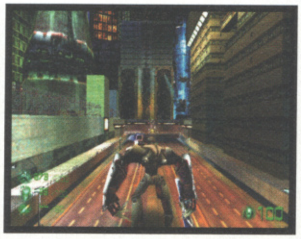
NICE MOVER

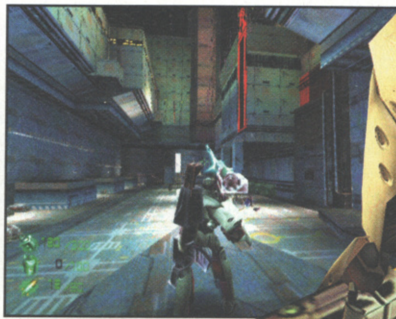
The *Slave Zero* droid is agile as far as 60-foot-high robots go. He can run, jump, roll, and scale buildings. Hurling traffic around is also encouraged.

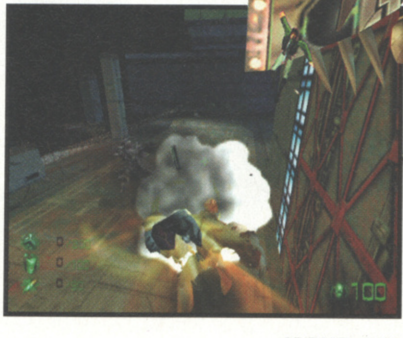
PARTY PLAY

The multiplayer mode is equally impressive with a manic *Goldeneye*-style deathmatch. The ten levels are packed with the extreme weaponry from the single-player game, so your buddies can feel the full force of your shoulder-mounted rocket launcher.

DEAN SCOTT







WE RECKON

***Slave Zero* could be one of the titles that broadens the appeal of Sega's gaming wonder box.**

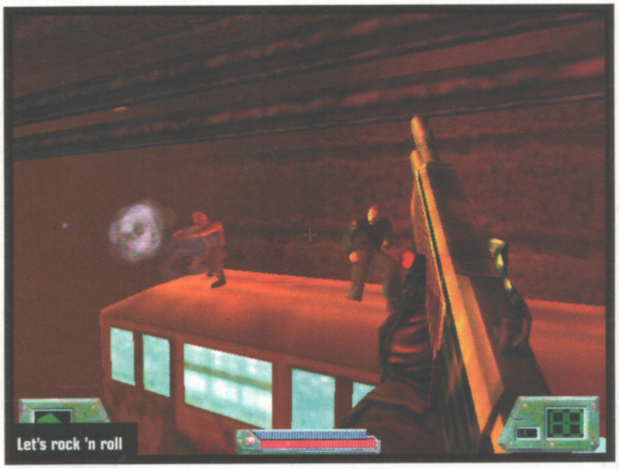
NO MERCY IN MERCENARY

FACTS

GAME: **SOLDIER OF FORTUNE**
FORMAT: **PC**
OUT: **MID-FEBRUARY**
PLAYERS: **1-8**
TYPE: **FIRST-PERSON**
BY: **RAVEN**
STATUS: **90% COMPLETE**

THE SOLDIER TAKES NO PRISONERS

STUFF THE Brad Pitt movie Fight Club. Fist-fighting's for ponces. What we want is some nice knife-fighting action. In *Soldier Of Fortune*, that's just what you get. That and a whole arsenal of other real weapons.


Let's rock 'n roll

MERCENARY

The game's being developed under licence from *Soldier Of Fortune* magazine (not available in the UK, you can get it by subscription). It's a scary read, full of real-life tales of mercenary action. What better excuse for some extreme realism in a game?

SUBWAY ACTION

We've got our hands on the first few levels of Raven's upcoming action-fest. The opening scene throws you into a dingy subway siege in New York. Within seconds you're ankle-deep in gore and realistic action as you try to save hostages from a gang. There are no health pick-ups so stealth is key – but if you're not quick the thugs will execute hostages in front of you.

COMBAT KICKS

Later levels have a tasty array of weapons, some of which have secondary fire options. On the opening level you've just got a pistol, shotgun, and a wicked-looking combat knife to use to keep you alive. Pull your blade out for some serious kicks. Your criss-crossing, slashing moves dice first-level punks and thugs into pieces. The first slashes reveal gaping wounds, but complex character models mean you can target individual body parts. It's killer stuff.

ON THE BONCE

Pull out the shotgun and a chest-shot will send them hurtling across the rooms, or cap them with a well-aimed pistol shot to the bonce and their heads fly off. Pop them in the knee or foot and they'll hop around on one leg, giving you enough time to do the same to everyone else – leading to some sick but hilarious scenes. Keep firing and they'll stop blubbing and have another go at you.

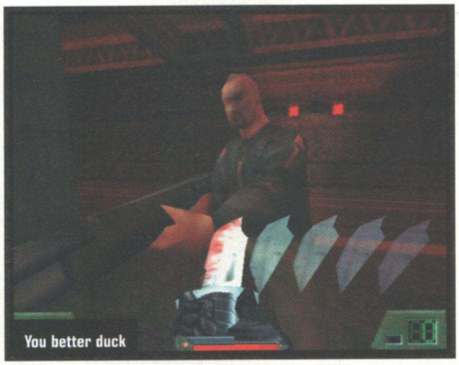
REALISM

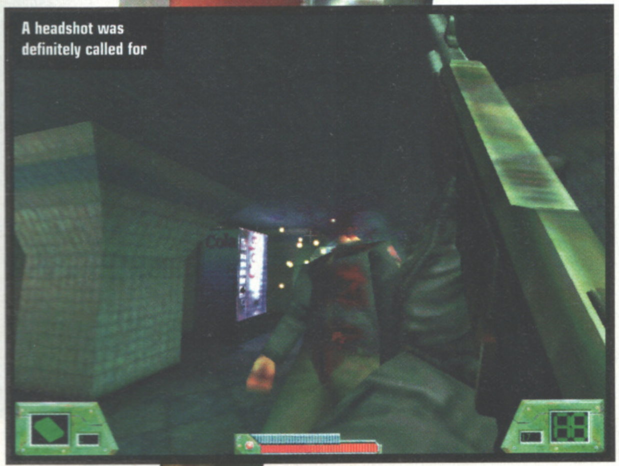
On anything above the easiest settings the realism doesn't just extend to blood and gore – dive into a room full of baddies and you'll be ripped to shreds. Sounds are important, too. The more noise you make the more bad guys arrive. So the knife's not just sick fun – it serves a real purpose.

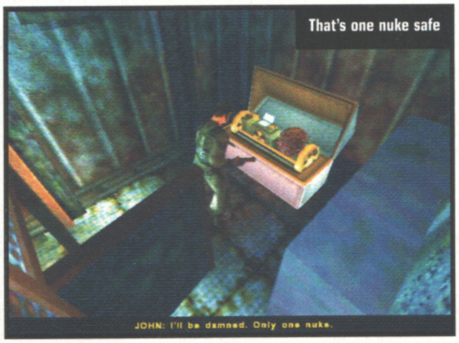
BOG OFF

There's plenty of interactive scenery, too. View security monitors to check out other areas, blast TVs and they explode, take out the cola machine and cans fly out. Thugs will also dive round corners to take pot shots and blow holes in doors to get at you.
By the end of the first level – one of 26, with cinematics in between – you'll have trailed round the subway station, including the ladies toilet, dodged trains and even ridden on the roof of one for a firefight. At this point you're told the beginnings of the plot – save the world from nutters who've stolen some nukes – before rushing off to Africa to do it all again aboard a moving train guarded by a chopper, in the second level. Cool stuff.

PETER WALKER


You better duck


A headshot was definitely called for


That's one nuke safe

JOHN: I'll be damned. Only one nuke.

WE RECKON

Shame the plot doesn't exactly sound original, but this looks a real blast. Pistol-whipping good.

WIN £100

TO SPEND ON WHATEVER YOU WANT

Christmas has been and gone. If you didn't get all the games you wanted then enter our easy to answer competition. If you win, you'll have £100 to buy whatever games you want. Most of the answers can be found somewhere in this issue. Good luck.

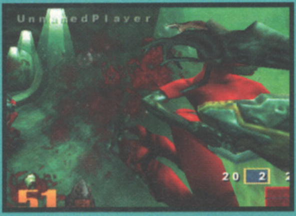
1 In *Resident Evil 3: Nemesis*, what is Jill infected with?
A A bad cold
B The T-Virus
C The V-Virus

2 What format is *Indiana Jones* on?
A Dreamcast
B PlayStation
C PC

3 How long did it take us to complete *Dynamite Cop* on Dreamcast?
A 20 hours
B Two hours
C 20 minutes

4 What two genres does *Battlezone II* mix together?
A First-person shooter and strategy
B First-person shooter and puzzle
C First-person shooter and RPG

5 Which game is this brilliant screenshot from?
A *Resident Evil 3: Nemesis*
B *Half-Life Opposing Force*
C *Quake 3 Arena*



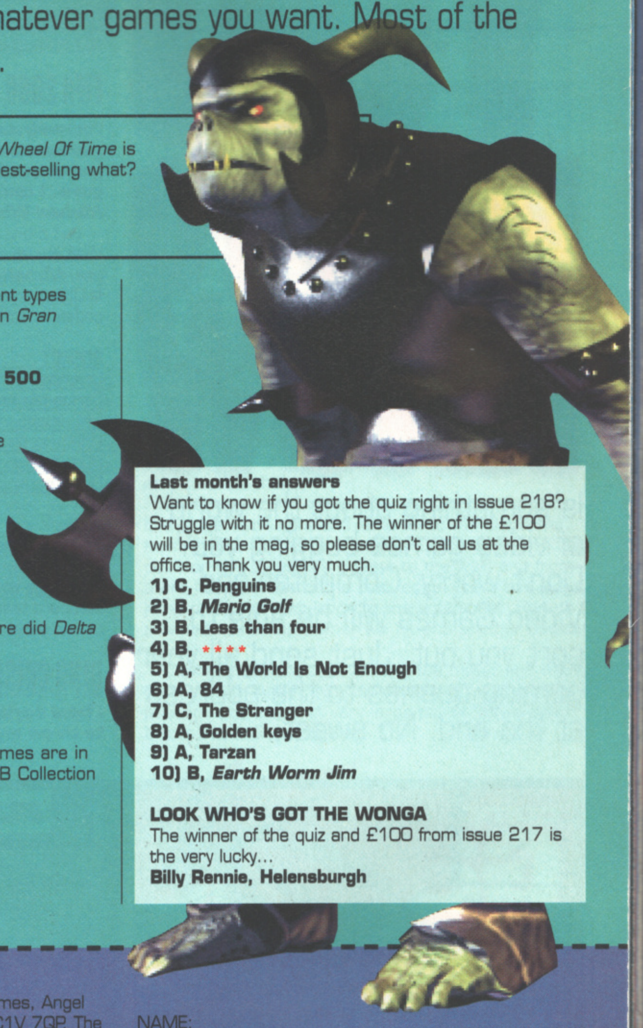
6 The PC game *Wheel Of Time* is based on the best-selling what?
A Books
B Films
C Plays

7 How many different types of car are there in *Gran Turismo 2*?
A From 100 to 400
B Between 400 and 500
C Over 500

8 How many people can play *International Track & Field 2* at the same time?
A 4
B 2
C 1

9 What review score did *Delta Force 2* get?
A Less than three
B Three
C More than three

10 How many games are in the Konami GB Collection Volume 1?
A 4
B 6
C 8



Last month's answers
Want to know if you got the quiz right in Issue 218? Struggle with it no more. The winner of the £100 will be in the mag, so please don't call us at the office. Thank you very much.

1) C, Penguins
2) B, *Mario Golf*
3) B, Less than four
4) B, ★★★★
5) A, The World Is Not Enough
6) A, 84
7) C, The Stranger
8) A, Golden keys
9) A, Tarzan
10) B, *Earth Worm Jim*

LOOK WHO'S GOT THE WONGA
The winner of the quiz and £100 from issue 217 is the very lucky...
Billy Rennie, Helensburgh

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope, and post it to us at:

Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 16th February 2000. So hurry up.

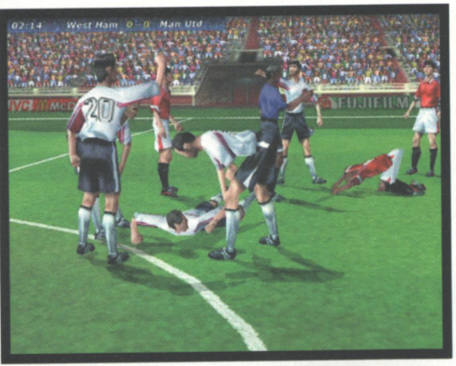
1. ......
2. ......
3. ......
4. ......
5. ......
6. ......
7. ......
8. ......
9. ......
10. ......

NAME: ......
AGE: ......
ADDRESS: ......

On occasion EMAP Active publishers of Computer and Video Games and associated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

WHAT YOU NEED TO KNOW

Is something about the world of video games bugging you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.



FIFA 2000: Want so see some bonus teams? We got the cheats

Dino Crisis: Stuck? Our electrifying tip should sort you out

FIFA 2000

I'm really enjoying this game. It's the best footie game on the PC. I've read your cheats for other games and I just wondered if there are any for this game. I could do with a bit of help.
Michael Wheatley, Aberdeen

Well, it just so happens that I can help you out on this one, Michael.

● **Cheat mode:** Enter one of the following option menu codes to activate the corresponding cheat function.

EFFECT	CODE
Unlimited bankroll	momoney
Bonus teams	hooligan
EAC pitch	burnaby
Lightning mode	sizzle
Alien mode	dizzy
Glow mode	lightsout

● **Black and white colour scheme:** Select two classic teams and start a match to get a black and white colour scheme.

● **Orange colour scheme:** Select a classic and standard team and start a match to get an orange colour scheme.

DINO CRISIS

I have a crisis. It's a *Dino Crisis* and I'm just about to throw my PlayStation through the window – again. I'm in the Main Hallway B1 but I keep getting eaten by the Raptors. Do you have a walkthrough for this bit?
Alan McNally, Cardiff

Oh, all right then. Listen up Alan...

Once you're in, go on down a little. You'll hear the Raptors' steps. Go on till you see a laser beam. Remember, there are two Raptors here. But how do you kill them both without getting hurt? Here's the strategy. Firstly, turn off the laser beam, then run down as fast as you can. Press R2 and run back as fast as you can. Then turn on the laser beam again. If you do it perfectly, the Raptors won't eat you, because you're trapped there by the laser beam. So, it's time to kill them. When you've finished, turn off the laser beam again and go on down. Don't enter the double white doors but go right and turn off the laser beam. There's a red E-box there. After you've finished, sort your items wisely. Enter the single white door near that E-box to the Computer Room.

MARIO GOLF

I know this sounds like an odd question but can you re-set this N64 game when you mess up, so you can try again?
Tony deLap, Darlington

Yup, it's a weird question, Tony. But you're not alone in wanting to know about the re-set.

● **For the in-game reset:** Press A + B + Start + Select

computer and video Games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

PLAYSTATION

■ QUAKE 2

● **Easy difficulty bonus:**
Successfully complete and save the game under the easy difficulty setting to unlock the One Hit Kill and Weapons Stay options for multiplayer mode.

● **Hint:** Defeating Makron: to defeat Makron easily, just strafe around the pillars and shoot rockets at him. Be quick, since he can take you down with one shot from the BFG-10K. When the robot machine gets destroyed, stand in the corner of a pillar and angle your view so you can hit him. This will cause him to become confused and walk back and forth. Use grenades or rockets to destroy him.

NINTENDO 64

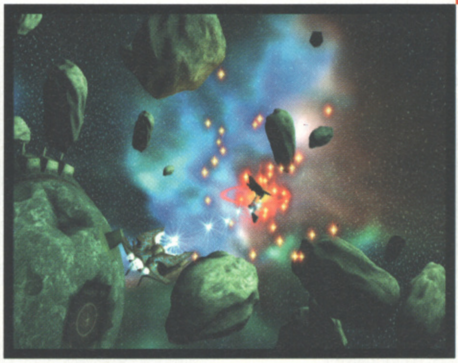
■ JET FORCE GEMINI

● **Flamethrower Trick**
Once you find the Flamethrower (late in the game, at the Abandoned Space Station) you'll find it runs out of ammo rather quickly. Many Tribals carry certain items. Although baby Tribals and child Tribals may just cry, some carry axes and make tapping noises when you're near, while others carry lanterns. The ones with the lanterns are the ones you should be concerned about. Take out your Jet Force Pistol and hit them once in the foot. They'll flinch and drop the lantern. Pick up the lantern as the fire inside will serve as ammo for the Flamethrower.

● **Conserve Jetpack Fuel**
When you're floating in mid-air with your jetpack as any character, you can press C Down instead to hover at the same altitude and still be able to move around. Now though, you'll use less ammo.

● **Get Gems**
Often you'll see Gems that seem to be out of reach. Most of the time though, all you have to do is take careful aim and shoot them. They will slide around in whatever direction you hit them in, and with any luck, they'll land somewhere helpful.

Championship Motocross: I want it all and I want it now. Okay...


Sinistar Unleashed: In space, nobody can see you cheat

Drakan: Is it doing your head in? We can help

to reset the game. If this is done while a bad shot is in flight, you may continue from the saved game file to replay the shot. Here's a hint for Hiding Hoodlum. In Tiny-Tots Golf Course, one of the kids responsible for leaving golf balls scattered around is hiding at the northern most accessible area in the course.

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

My PlayStation and I are having a great time with this game. I wondered if you could slip me some cheats so I can get to different parts of the game.
George Limoi, Bude

No worries on that score, George. Try these...

- **All classes:** Enter ALL EVENTS as a name in Championship mode.
- **All tracks:** Enter DIRT TRACKS as a name in Championship mode.
- **Big head mode:** Enter GROSSE TETE as a name in Championship mode.
- **Mirror tracks:** Enter OPPOSITE LOCK as a name in Championship mode. Choose the Race Settings selection under Options to access the Mirror mode option. Alternatively, successfully complete the open class, 125cc, 250cc, and 500cc championships.
- **Wrath Child Fox FMV sequence:** Enter LIVE ACTION as a name in Championship mode. Select the Extras option to access the new video. Successfully complete the game in 125cc, 250cc and 500cc modes.

SINISTAR UNLEASHED

A friend told me that there's a God mode for this PC game and that you can use a Cheat mode to change levels. Is this true and can you print it?
James Holland, London

You're friend is right. Here are the cheats and a few more to play around with. Cheat mode: Press the tilde key (~) to display the console during gameplay, then key in one of the following codes to activate the corresponding cheat function.

EFFECT	CODE
God mode	cheatnodmg
More crystals	cheatfreecrystal
AI texts	cheatsnapshotaitext or cheatcycleaitext
Level select	level <0-23>
Set sound volume	soundvol <0-100>
Set music volume	musicvol <0-100>
Set gamma value	gammaval <0-100>
Pitch control	pitch <0-1>
Set force feedback	forcefeedback <0-100>
Quit game	quit
Exit console window	exit

DRAKAN: ORDER OF THE FLAME

This is such an excellent game that my PC is burning up. I'm having big problems destroying the Mines and getting out in one piece. Can you help?
Jason Jones, Newport

We can help you with the Mines problem and we've mailed some water in a jiffy bag for your PC.

Go to the reverse side of the chamber by going around the cliff ledge to the side by the Green Barrier. Jump on to the closest one of those platforms. Now turn the side crank three times so that your platform will be roughly on the same level as the next platform. Now go to the lever and pull that, then QUICKLY jump on to the next platform (the one you're on is about to fall). Here, you only need to pull the lever and jump to the next one.

On this platform you need to turn the crank about four times, then pull the lever and jump to the next platform. This one is a little tricky. Pull the lever and then jump down to the ledge by the barrier, which will drop when you throw the switch. Do so. Go through the hole that the barrier was in and run up the passage. Be careful, as some boulders will fall when a tremor hits. If you stay to the left you should be able to avoid them.

Continue on and across the wooden ramp. From this ledge, turn right and jump on to the platform, from that on to the next ledge. Run up to the highest point on this ledge (it's closest to the wall) and from there jump across to the next ledge. From this ledge, jump on to the path-ledge to the south-east. Run up this path. Another tremor will hit and another boulder will fall.

Continue onward until you exit the mines and meet back up with Arokh. Now fly down that large southern passage and into that very large portal (it had been blocked by a Green barrier...)

PC CD-ROM

PRINCE OF PERSIA 3D

- **Level select:** Re-start your PC in MDOS mode and load the game with one of the following command lines by typing in the command and pressing the <return> key. Then select New Game to start at the corresponding level. Note: the game cannot be completed normally once this method is used. Each level must be loaded with the same method to continue or the game will load level two after the current level is over.

LEVEL	COMMAND LINE
1	pop3d.exe -l 'geometry\rooms\prisonfix'
2	pop3d.exe -l 'geometry\rooms\ivorytwr'
3	pop3d.exe -l 'geometry\rooms\cistern'
4	pop3d.exe -l 'geometry\rooms\palace2'
5	pop3d.exe -l 'geometry\rooms\palace3'
6	pop3d.exe -l 'geometry\rooms\palace4'
7	pop3d.exe -l 'geometry\rooms\roof1'
8	pop3d.exe -l 'geometry\rooms\cityanddocks'
9	pop3d.exe -l 'geometry\rooms\dirig1a'
10	pop3d.exe -l 'geometry\rooms\dirig1b'
11	pop3d.exe -l 'geometry\rooms\dirig2'
12	pop3d.exe -l 'geometry\rooms\dirigfinale'
13	pop3d.exe -l 'geometry\rooms\ruins'
14	pop3d.exe -l 'geometry\rooms\cliffs'
15	pop3d.exe -l 'geometry\rooms\solar1'
16	pop3d.exe -l 'geometry\rooms\moontemple'
17	pop3d.exe -l 'geometry\rooms\finale'

DREAMCAST

PSYCHIC FORCE 2012

- **Hidden artwork:** Place the game disc in a PC-compatible CD-ROM drive to find more BMP images from the game in the root directory. Load the files with any graphic viewer program.
- **Fight as Uon:** Accumulate over six hours of gameplay. Alternatively, successfully complete Story mode with all ten characters.
- **Fight as Kiss:** Accumulate over 12 hours of gameplay. Alternatively, unlock Uon then successfully complete Arcade mode with all characters.
- **Fight as Burn:** Unlock Uon and Kiss. Then, successfully complete Story and Arcade mode with all characters including Uon and Kiss.

Send all your questions to our new address below. We'll print as many answers as we can, but we can't give personal replies via post.

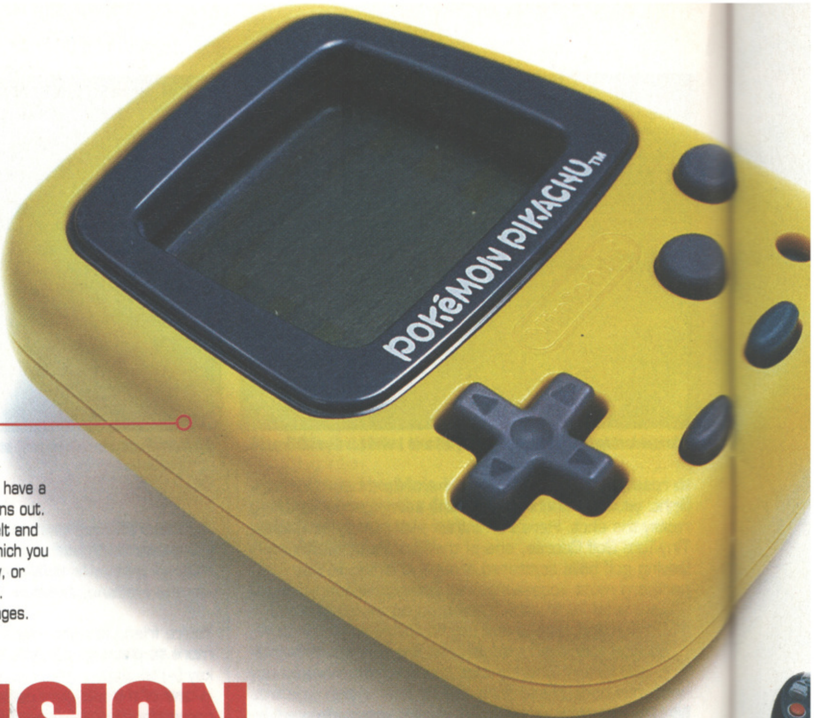
WHAT YOU NEED TO KNOW,
COMPUTER AND VIDEO GAMES,
ANGEL HOUSE,
338-346 GOSWELL ROAD,
LONDON,
EC1V 7QP

SOUTH PARK/STAR WARS MOBILE PHONE COVERS

■ £9.99 ■ Euromark: 01865 393500

It's good to talk – particularly with one of these cool phone covers on your mobile. Customise your Nokia phone with a choice of five colourful Star Wars covers, each featuring favourites from The Phantom Menace movie. Also on offer are six South Park covers with characters and backgrounds from the show. Crazy, collectible and cool. The only problem is that they're a bit fiddly to fix on to your phone.

■ GOOD FOR: Looking trendy on the street ★★★



POKEMON PIKACHU

■ £19.99 ■ THE Games: 01703 653377

With one of these Pikachu pedometers you'll have a friend for life – or at least until the power runs out. This virtual pet-type creation fixes to your belt and converts your fancy footwork into "watts", which you can either feed to Pikachu to keep him happy, or gamble away on the slot machine mini-game. Strangely involving, this'll keep you busy for ages.

■ GOOD FOR: *Pokémon* fanatics ★★★★

PERIPHERAL VISION

The latest gaming accessories tried and tested for features and looks

To get the best from a game you need the right equipment. This month sees a range of accessories unleashed. Before you buy, we try out the latest releases to help you decide how best to splash your cash.

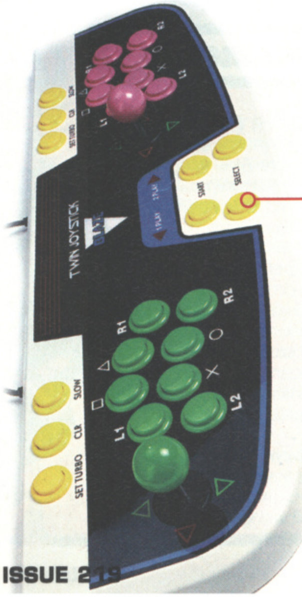
FALCON
Lightgun with Laser Target System
SPECIAL
LASER
ON OFF
TARGET ADJ.
NORMAL
OFF
ON

FALCON LIGHTGUN WITH LASER TARGET SYSTEM

■ £29.99 ■ Blaze: 01302 321905 ■ Facts: PS, G-con

It's a light gun with a laser sight. It has a mains-operated recoil feature as well as the standard autofire options. We found the trigger felt flimsy and the gun strangely hollow in your hand, but it's pretty accurate. The laser sight is a brilliant touch, making aiming and precision shooting much easier. It may look and feel a bit below par but it works well enough. The laser sight is also fab for annoying the hell out of the family dog.

■ GOOD FOR: The bit with the falling leaf in *Point Blank* ★★★



TWIN JOYSTICK

■ £29.99 ■ Blaze: 01302 321905 ■ Facts: PS, vibration feature

A real treat for fight fans. This has to be the biggest joypad in the world. Two players can battle it out side-by-side with this monster arcade-style controller. Works well rested either on a table-top or on your knees. The buttons are easy to find and the twin joysticks have a nice chunky feel to them. The only drawback is that it's not analogue compatible. If you're a hardcore fight fan, this is an ace luxury product.

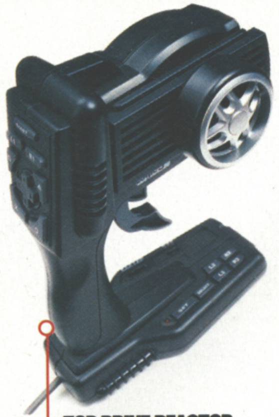
GOOD FOR: Fighting games. Impressing the ladies ★★★★

COLOURED N64 PAD

■ £14.99 ■ SpectraVideo: 0181 902 4422 ■ Facts: N64

New N64 pad with a standard configuration. The analogue stick and D-pad both respond well, although the D-pad feels a little loose. The analogue stick has a nice feel to it and a groovy design. A good all-rounder and a nice match to the new colour machines that are now available.

GOOD FOR: 3D adventures and platformers ★★★



TOP DRIVE REACTOR

■ £29.99 ■ SpectraVideo: 0181 902 4422 ■ Facts: PS, Dual Shock, Namco Negcon, Jogcon

It may not look like it but this is a hand-held steering wheel with force feedback. Two analogue triggers underneath let you accelerate and brake, while you turn the wheel on the side to power around corners. Has nice vibration and feedback features but it's difficult to reach the top buttons while using the triggers. Get a normal steering wheel instead.

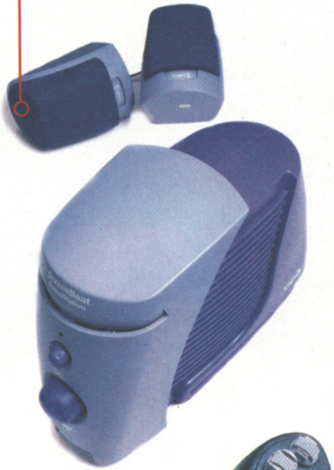
GOOD FOR: Making games more difficult to play ★★

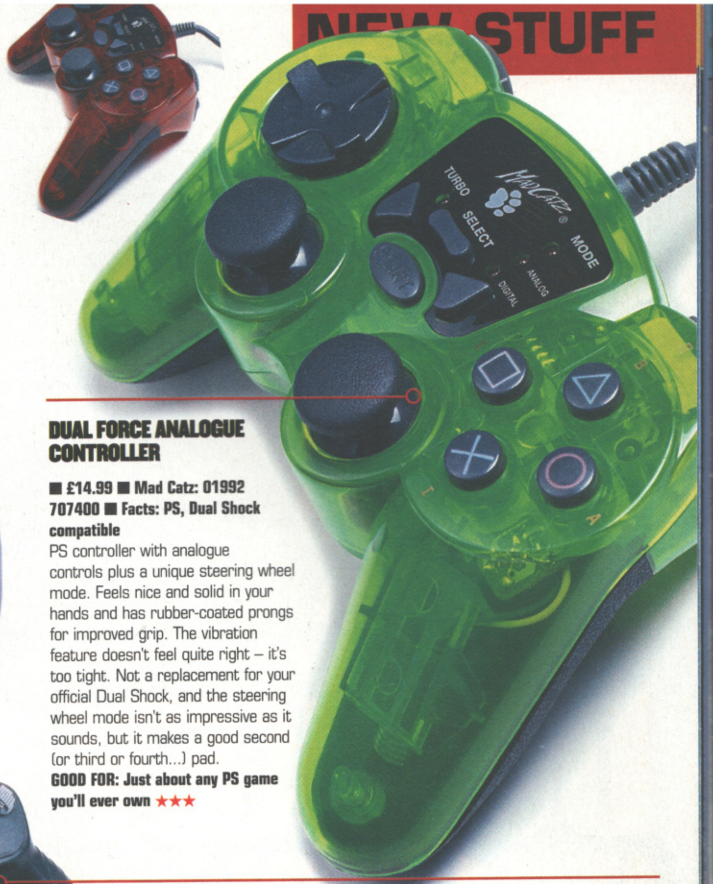
SCREENBEAT SOUNDSTATION

■ £49.99 ■ SpectraVideo: 0181 902 4422 ■ Facts: PS, DC, N64, PC

Amplified speaker system that plugs into your console or PC for increased stereo sound and bass. The powerful bass can be controlled manually. The sound quality is OK although not outstanding – it's not much better than a good pair of PC speakers, but worth considering if you only have a mono TV and like your games loud.

GOOD FOR: Anything with big explosions. Keeping the neighbours awake ★★★



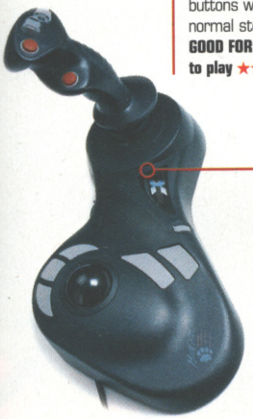


DUAL FORCE ANALOGUE CONTROLLER

■ £14.99 ■ Mad Catz: 01992 707400 ■ Facts: PS, Dual Shock compatible

PS controller with analogue controls plus a unique steering wheel mode. Feels nice and solid in your hands and has rubber-coated prongs for improved grip. The vibration feature doesn't feel quite right – it's too tight. Not a replacement for your official Dual Shock, and the steering wheel mode isn't as impressive as it sounds, but it makes a good second (or third or fourth...) pad.

GOOD FOR: Just about any PS game you'll ever own ★★★

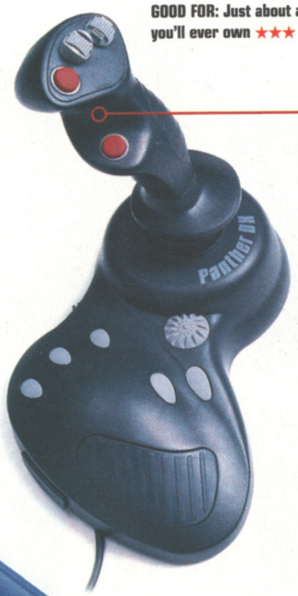


PANTHER XL

■ £59.99 ■ Mad Catz: 01992 707400 ■ Facts: PC, gameport and USB, bundled with demo disc

Similar to the DX but with an added control ball. The ball lets you look around in first-person shooters, letting you take a 360° peek at your surroundings while moving with the analogue stick. It takes a little getting used to. Comes with a demo disc of first-person shooters so you can practice your technique.

GOOD FOR: Fragging your buddies and death-matching like a pro ★★★★



PANTHER DX

■ £39.99 ■ Mad Catz: 01992 707400 ■ Facts: PC, gameport, USB connections, bundled with game

This monster stick has loads of programmable buttons, analogue control and rubberised hand grips. A solid-feeling joystick and easy-to-reach controls. Rugged-looking and tough – will take pride of place next to any flight sim fan's PC.

GOOD FOR: Flight sims and deep-space blast-fests ★★★★

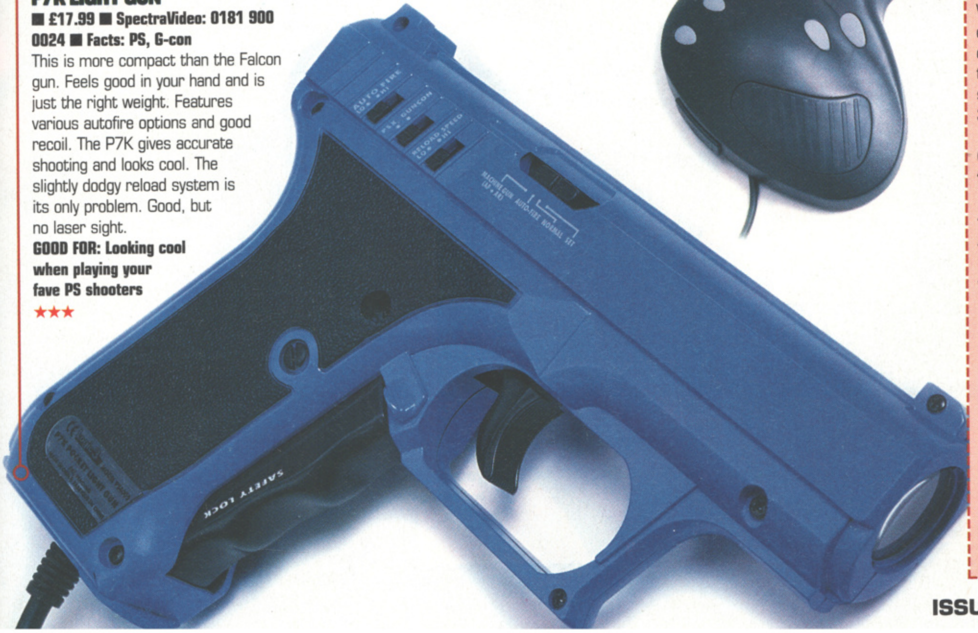
P7K LIGHT GUN

■ £17.99 ■ SpectraVideo: 0181 900 0024 ■ Facts: PS, G-con

This is more compact than the Falcon gun. Feels good in your hand and is just the right weight. Features various autofire options and good recoil. The P7K gives accurate shooting and looks cool. The slightly dodgy reload system is its only problem. Good, but no laser sight.

GOOD FOR: Looking cool when playing your fave PS shooters

★★★



COMPETITION

We have an N64 pad, a P7K Lightgun, a Topdrive Reactor race controller and a Screenbeat Soundstation to give away. To win one, just answer this simple question. First four names from the hat win the goodies. Fill in the coupon with your answer and send it to: Peripheral Vision Comp, Computer and Videogames, 338-346 Goswell Road, London, EC1V 7QP.

Q: Which console is the P7K Lightgun designed for?

A: ....

Your Name: ....

Your Address: ....

....

....

....

Your Age: ....

Machine(s) Owned ....

On occasion, EMAP Active publishers of Computer and Video Games and associated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

THIS MONTH: Top bananas

In a game this massive and diverse you could go bananas trying to pick your way through. We've done the hard work for you. A big game deserves a big guide – so big, in fact, that you'll have to wait till next month to learn how to finish it.

9
MISS
WINNING
LAP 1 OF 2

So you want to be the King Kong of *Donkey Kong*?
We'll show you how...

WORDS & SCREENSHOTS: ALEX C

DONKEY KONG 64:
IT'LL SEND YOU BANANAS

You're about to embark on the most fantastic adventure of your life. At the start of *Donkey Kong 64* you only have one monkey and no bananas. As you play you'll pick up Donkey Kong's four friends and try to find all their missing bananas.

You'll need to visit eight worlds that surround the hub of the game, DK Isles. Each of your five monkeys has bananas to collect in each world. And, as you won't get to meet all of Donkey Kong's buddies at the beginning, you'll have to revisit some of the fantastic worlds – if you want to get all the bananas, that is.

So what you'll find over the next 12 pages are the tips and hints on how to find those elusive yellow fruits, plus how to beat the big bosses you'll come up against. Now, if you're ready, we'll begin...

DIDDY

CHUNKY

TINY

LANKY

CRANKY

DONKEY

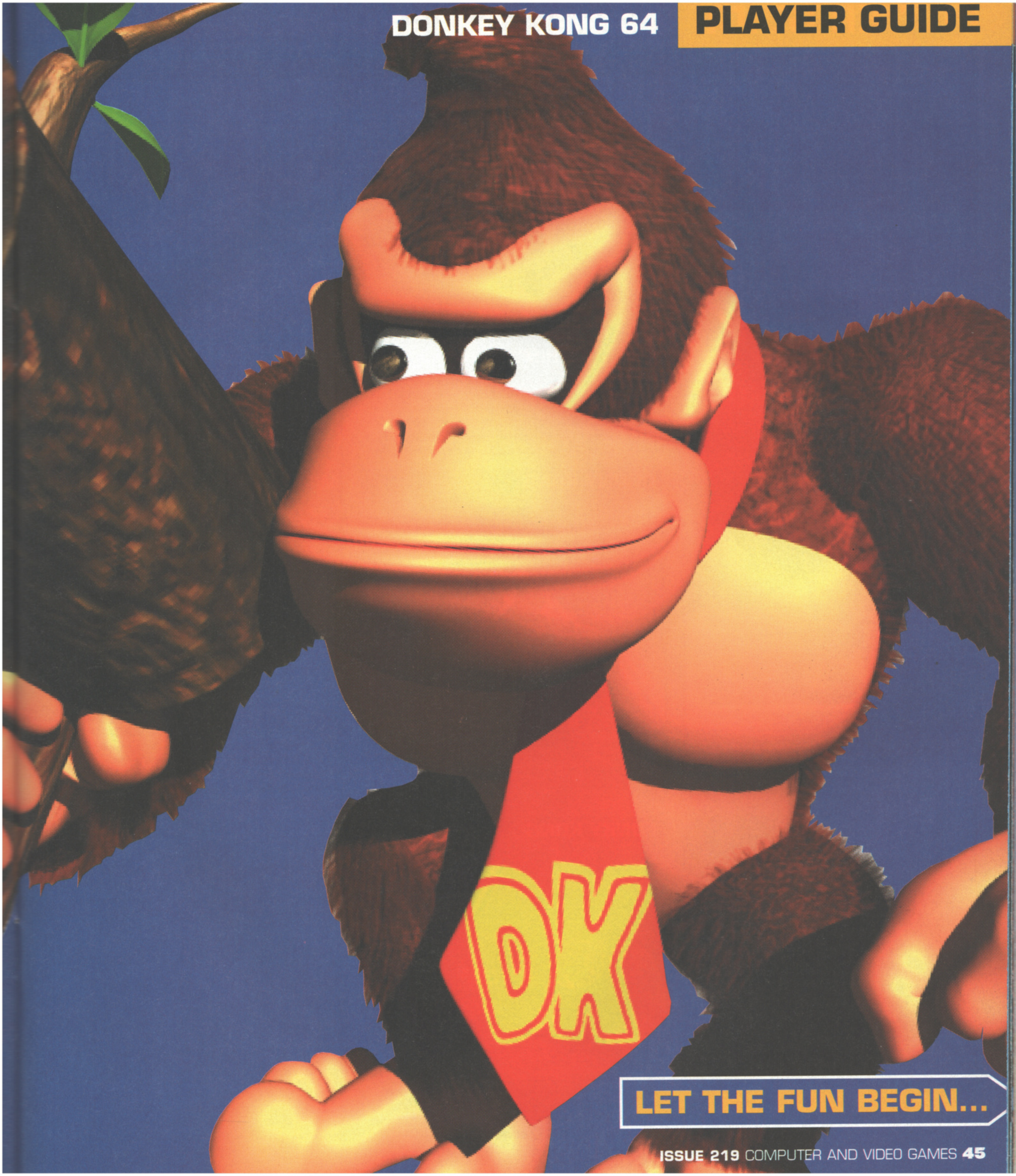
WIN

COMPETITION

So you didn't get a copy of the game for Christmas and you just know you'll have to save for ages to get to use all our cool tips. Fret not. We've got three copies of Donkey Kong's latest adventure up for grabs.

Just answer this question: What's the first game that Rare ever made?

Answers to our usual address.

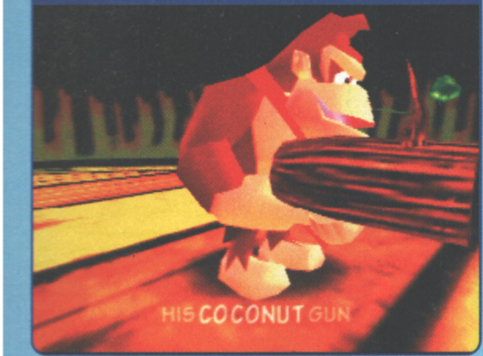


LET THE FUN BEGIN...

MEET YOUR BUDDIES Time to get intimate

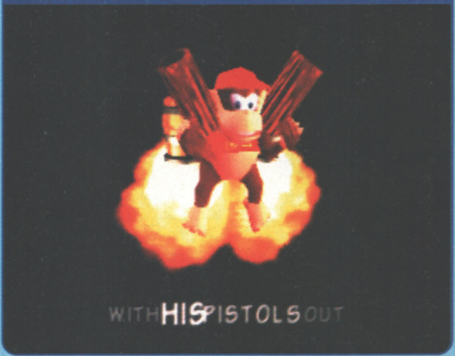
Starting off in this gigantic adventure might seem a bit confusing. There's so much to learn, so much to collect, so much to remember, arghh! Thankfully, here's some help so you can get the most out of the characters you'll meet along the way. Each has different skills that'll be useful for getting bananas in varying situations.

DONKEY KONG



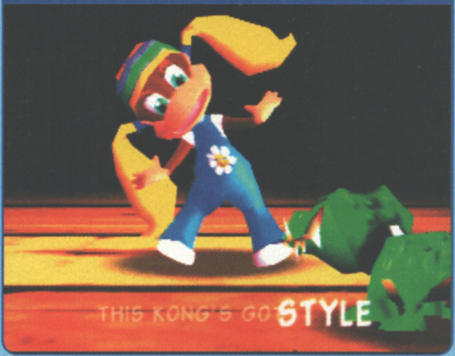
Being a burly ape, Donkey Kong is slow and can't jump high. But he's powerful and good for bashing baddies. Moves: Baboon Blast – a 3D barrel blasting sub game that earns you rewards. Gorilla Grab – stand next to a lever and press the B button to pull it. Strong Kong – hop into a Donkey Barrel and you'll become invincible for a while

DIDDY KONG



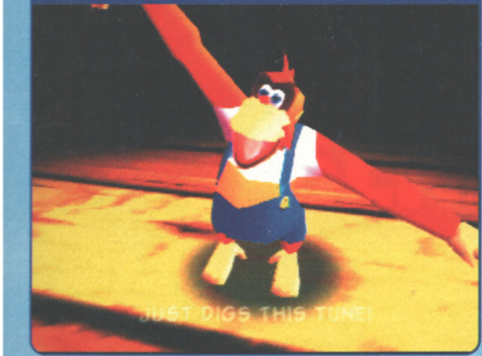
Diddy is smaller than all but Tiny. He's extremely fast and agile. Moves: Chimpy Charge – hold Z, then press B to run down opponents, activate gongs and hit switches. Rocketbarrel Boost – jump into a Diddy Barrel and you'll be launched into the sky. Simian Spring – press the Z button when standing on a Diddy Pad to jump

TINY KONG



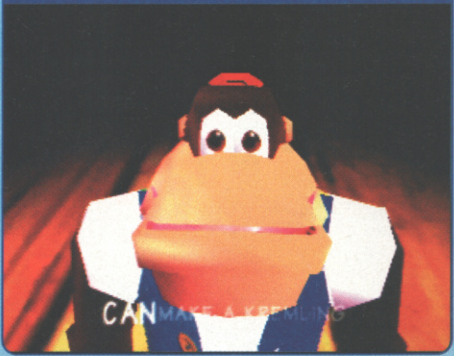
Tiny is a small but powerful package who can float, warp, and shrink (much needed in later levels). Moves: Mini Monkey – jump into a Tiny Barrel to shrink even smaller. Ponytail Twirl – jump in mid-air and press A again to hover using your ponytails. Monkeyport – press Z on a Tiny Pad to warp to another location

LANKY KONG



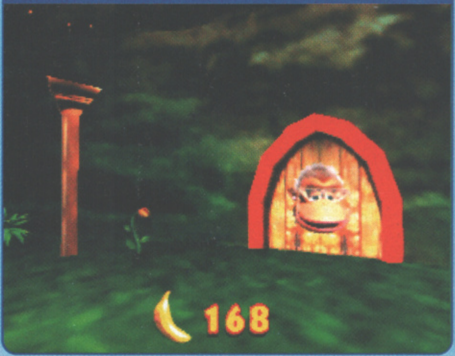
Lanky's arms are nearly twice as long as he is tall, and is a middleweight. Moves: Orangstand – hold Z and press B to stand on your long arms and run around. Baboon Balloon – stand on a Lanky Pad and press 'Z' to grow in size, then slowly float up. Orangsprint – find a Lanky Barrel to run at an incredible top speed

CHUNY KONG



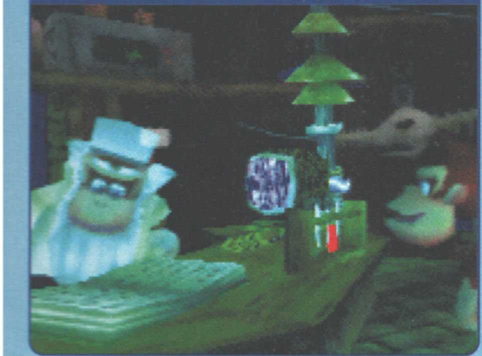
This Kong is the largest and strongest of them all, making Donkey look weak. But, he's really slow and can barely jump. Moves: Hunky Chunky – jump into a Chunky Barrel and you'll grow massive. Primate Punch – Hold Z and hit B to cause Chunky to do a big old punch. Gorilla Gone – Tap Z on a Chunky Pad to become invisible

WRINKLY KONG



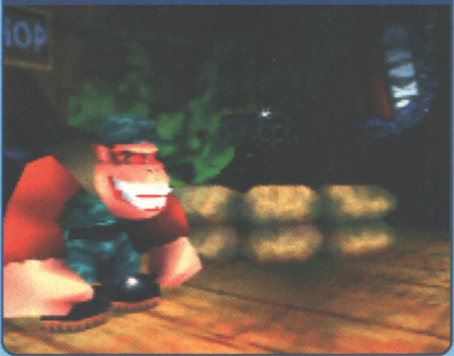
Wrinkly appeared in previous *DK* games as Cranky's wife, but for *DK64* she has passed away. She remains with the Kongs in spirit, though. Open the Wrinkly Kong doors in the entrance hall to each level to get valuable information on how to get the very hardest bananas for that level from her ghostly form

CRANKY KONG



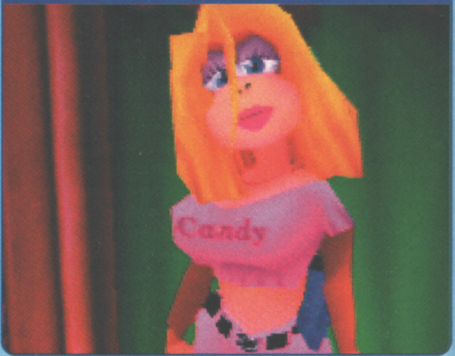
Cranky is the father of Donkey. He's an ageing monkey professor who concocts potions that give the Kongs their special moves. Each level will give you new powers, so exit the level and find him near DK's treehouse in DK Isles to get that level's powers immediately

FUNKY KONG



Funky is a cool dude ape who invents different weapons for the Kongs. His Armoury building is on every level, so go and see him as soon as you can. Find him in later levels to get ammo belt upgrades as well as the all-important Sniper mode

CANDY KONG

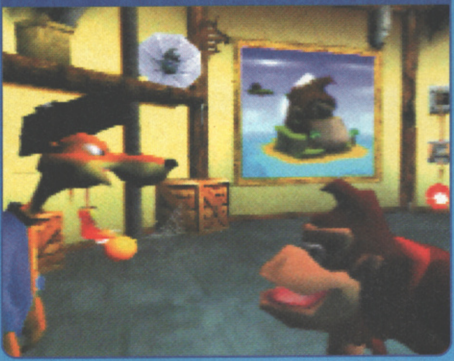


Candy's hot and delicious. Notice when she asks you to 'come closer and let me show you how to use your instrument'. Ooohh, missus! Candy will sell each character their musical instruments that, when played on musical pads, open up hidden extras. Go visit her

MORE MATES!

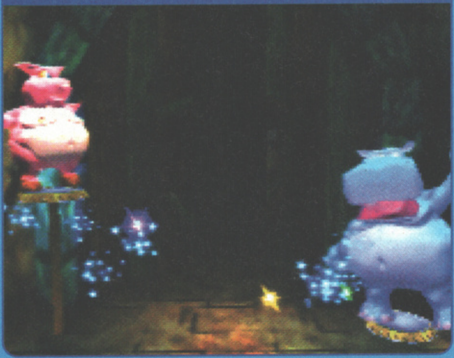
These are not the only characters you'll meet as you travel around *DK64*'s worlds

SNIDE THE FOX



Snide the sneaky fox was the lead technician for King K. Rool's mechanical castle, but went against the evil croc's wishes when his work wasn't appreciated. If you give him Blueprints, held by Kasplats on each level, he'll reward you with Golden Bananas. These will give you an idea of K.Rool's Blast-O-Matic gun's weak spots

TROFF 'N' SCOFF



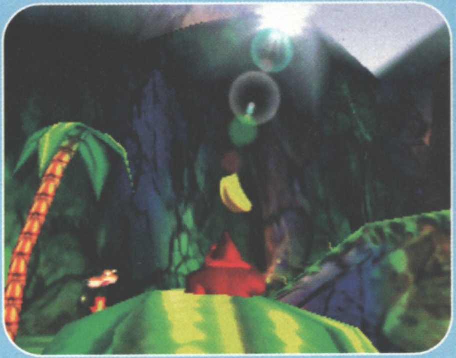
If you see a dark blue curtain with a picture of a couple of happy piggies, then you've found the home of Troff and Scoff. You'll need to feed them loads of bananas so they can open their door that leads to the level boss. Don't visit them until you've done everything you can on a level

K. LUMSY

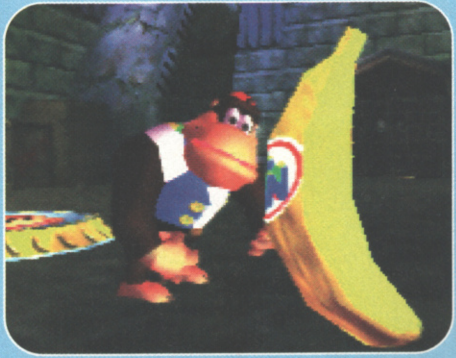
Visit the dome-shaped island next to K.Rool's Blast-O-Matic gun island and you'll find K.Lumsy. According to him, he was locked up in that cage by Rool and he wants to help you defeat him. However, his cage is fastened with eight locks. Acquire a key by beating a boss

ITEMS TO LOOK OUT FOR

Bananas are great but there's plenty of other stuff you need to collect



BANANAS: Each level has 500 bananas scattered about. However, each Kong can only collect a certain colour (Donkey yellow, Diddy red, Lanky blue, Tiny purple, and Chunky green). Use these bananas to feed Troff 'n' Scoff. When they've had enough they open the boss door. Banana Balloon: Found in difficult places, these balloons must be shot with a gun to be collected. They are worth ten bananas



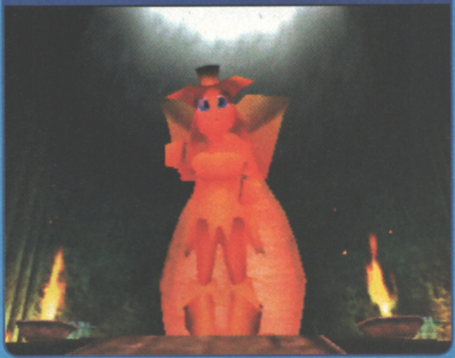
GOLDEN BANANA: A reward for carrying out tricky tasks, you need Golden Bananas to open up entrances to the levels. Each level asks for more bananas in order to enter, and there are 201 hidden in this game. Banana Coin: These can be found lying around the level in semi-hidden areas, and come in the same colours as Bananas. You'll need these to pay for Cranky, Candy, and Funky's services

CRYSTAL COCONUTS: the amount of time you get to use a special move depends on how many of these you have. Oranges: These are like grenades, allowing you to fight back with heavy firepower, but make sure it doesn't bounce back towards you. Battle Arena Pad: Each level has a metallic pad with K. Rool's face on it. Press Z on it to enter an area where you must stay alive against bad guys. Survive and you'll get a Battle Crown

DONKEY KONG 64 EXTRAS

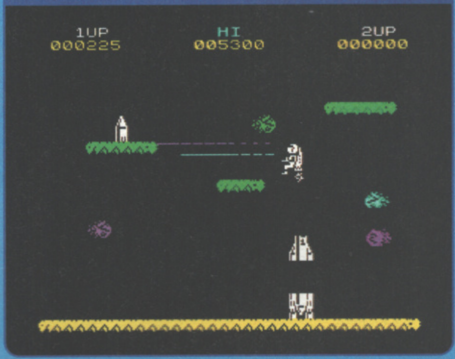
Apart from the main game, there's plenty of extra fun to be had. If you know where to look

BANANA FAIRY



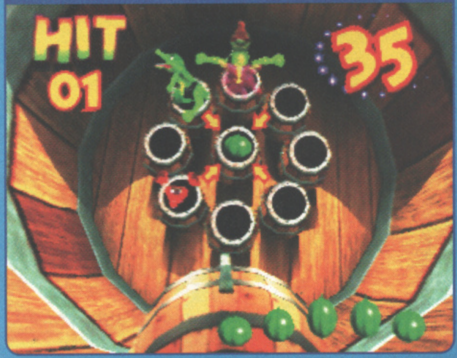
As Tiny Kong with Mini Monkey powers, go see the Banana Fairy on her fairy face-shaped island. Her Fairies ran off when K. Rool hit their island. She wants you to bring them back. You can catch them with a camera she gives you. Take pictures of the Fairies and you'll open up extras like new multiplay locations, or battle all the bosses

RARE CLASSICS



Play the original *DK* arcade game. With Gorilla Grab, find the Barrel Blast game in Frantic Factory and beat it. A lever appears in front of the machine, which is up the pole off the Storage Room. Pull it and play! Jetpac: This is the first game that Rare ever made. Get it by gaining 15 Banana Medals. You need 75 or more bananas for one

BONUS SUB GAMES

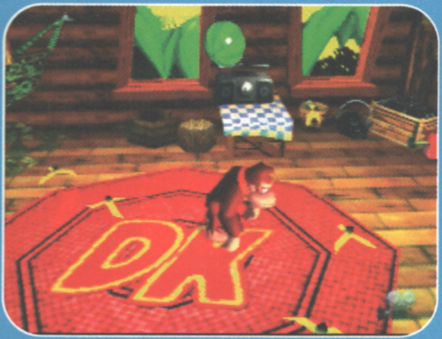


Each level has five Kasplats holding five Blueprints, one for each character. Find and collect 40 Blueprints, bring them to Snide, who has an HQ on every level, to unlock eight bonus sub-games outside of Adventure mode

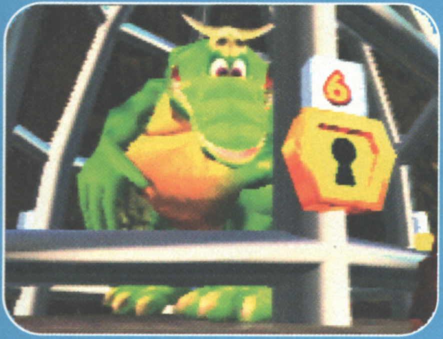
DK ISLES

This sunny set of islands serves as the hub area for the game. You can't get from one world to another without passing through here. It has also got its fair share of bananas for you to nab, too.

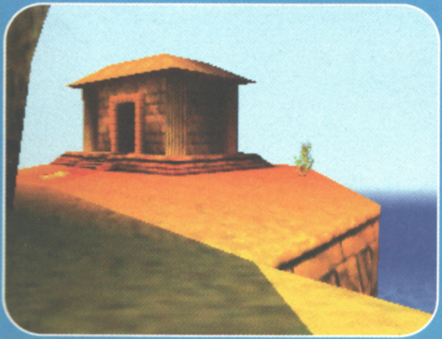
DONKEY KONG



DK Island is in trouble. King K.Rool has invented a Blast-O-Matic gun and wants to use it on Donkey's home. Luckily for the DK clan it doesn't work, but Rool orders his cronies to nick his stash of Gold Bananas, as well as DK's mates'. You start off in a treehouse. Go outside. Don't explore the area - you've no moves, yet

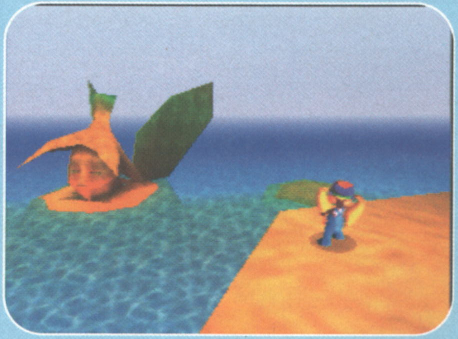


Find Cranky's house by dropping down and heading left. Listen to Cranky then find the Training Area. Complete the five courses. Return to see Cranky. Get new Simian Slam power. Exit the treehouse area and Simian Slam the switch at the end of the passage. Find the open cave next to K.Rool's island. Meet K.Lumsy and the first world opens. Beat each level boss to get the cage key



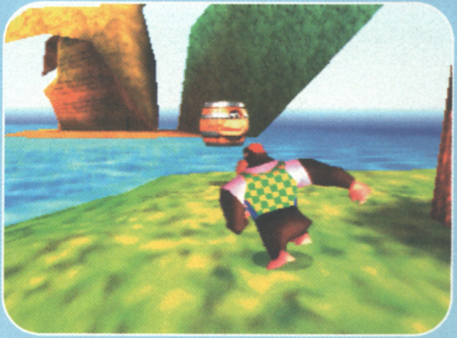
After opening the Frantic Factory entrance, go up the slope on the side of K.Rool's island to the vines. Swing across, then jump down to the platform below for the Gold Banana. In the Frantic Factory entrance hall pull the lever, go up the lift and play DK's Bongo Blast on the Instrument Pad for Gold Banana

TINY KONG



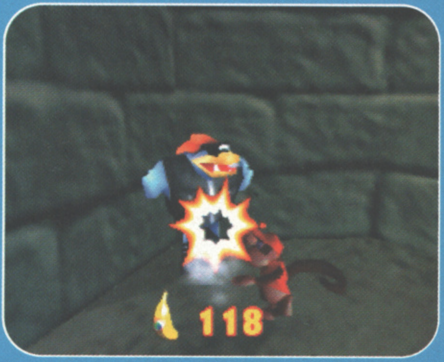
Visit the island shaped like a fairy's head. Jump in the Mini Monkey barrel and into the small entrance. Hear her story and pick up the camera and new powers. You can now photograph Fairies to gain Extras. As Chunky, Primate Punch the wooden crate in the Frantic Factory entrance hall then, as Tiny, defeat Kasplat for a Blueprint. Finally, photograph the Banana Fairy

CHUNKY KONG

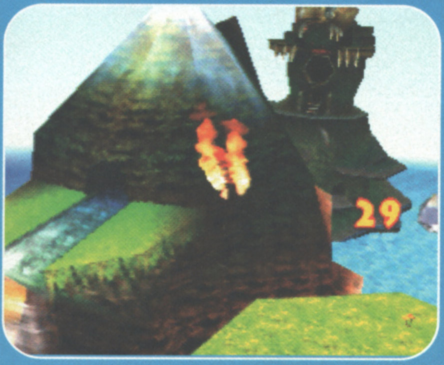


Chuck the boulder off the pad near the Aztec entrance. Play Triangle. Shoot the Pineapple switch near the waterfall to open the gate and get the Banana. At the back of K.Rool island's propellers is Tiny Monkeyport. Get to the top with it. Still as Tiny, play Sax on the pad. A new Chunky Barrel will appear in the sea. As Chunky, use the new Barrel and Simian Slam the island marked 'X'

DIDDY KONG

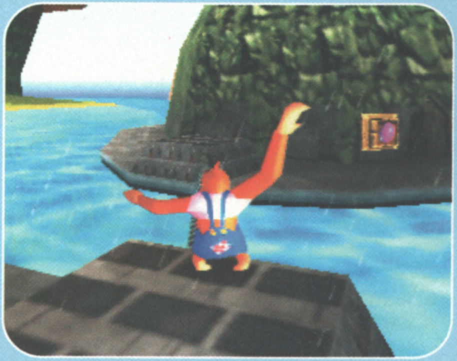


Later in the game you'll beat a fiery dragon for a second time. He means business and it's difficult to gain a key. K.Lumsy will then make a massive cannon appear in DK Isles that'll shoot you up to the Creepy Castle entrance hall. You'll find Kasplat behind bars here, with Diddy Blueprint

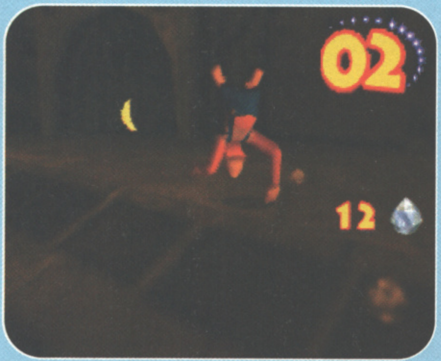


Halfway up K.Rool's island is Snide's HQ for DK Isles. Simian Spring on Diddy's pad up to the Challenge Barrel. As Chunky, chuck boulders off the pads near the Aztec entrance. Change to Lanky and then play Trombone on the pad. At the Fungi Forest entrance, shoot the switches as Diddy, then Jetbarrel across

LANKY KONG



Playing as Chunky, lift the boulder in Jungle Japes entrance hall. Then as Lanky, play Trombone Tremor on the pad that was underneath for Squawk to bring you a present. Shoot the Grape switch on the side of K. Lumsy island as it opens the gate next to it. Now get the Golden Banana



Once the entrance to Creepy Castle is open, go to the entrance hall. Playing as Chunky, remove the boulder, then as Lanky float up to the top of the building for a Challenge Barrel. When you have Orangsprint, go into K.Lumsy's prison and into the Lanky barrel. Run to the switch, hit it and quickly run back to get the banana

JUNGLE JAPES

The level that gently lets you learn the ropes. Sprawling lawns, palm trees and mountain slopes await you...

DONKEY KONG

Cross the vines next to the Funky area, into the cannon and up to Diddy's prison. Coconut switches will appear for you to shoot. Grab the Gold Banana. The first switch is left as you enter. The second is above the door in water, and the third's right as you enter

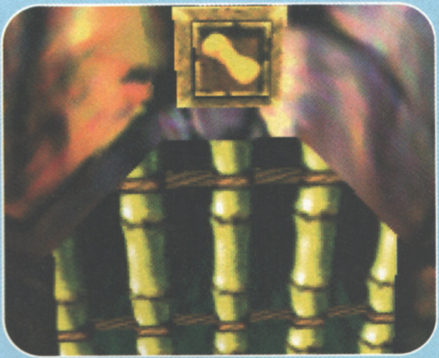
Kasplat is in the far left passage as you enter the level. Go down to the door on the far left as you enter area and shoot the switch behind Cranky; get Rambi Rhino. Smash the straw huts and there are new switches. Stomp the DK switch. The Gold Banana is now at the level entrance. Go up the tree on the left and swing across to Barrel Blast pad. Play the game, grab the Gold Banana

DIDDY KONG

Go through the door above the water. Kill Kasplat in the passage to get a Blueprint. Now take it to Snide for Gold Banana. Jump on the Diddy switch near Cranky to release the Gold Banana next to the Armoury. Shoot the Peanut switch on the side of the mud tower. This releases a platform. Go up and into the tower. Find the machine and Chimpy Charge it to change it from high to low power

Climb up the slowed-down conveyor belt and you'll come to a Mine Cart race. Win here for Banana. You'll end up outside, near Troff & Scoff's door. Go back inside the mud tower. Grab the extras in the first area, then hit the Peanut Switch. With the walkway open, go across as quick as you can without falling, then Simian Slam the Diddy switch. A Gold Banana is now on top of the mud tower

LANKY KONG



Playing as Diddy, shoot the Peanut Switch to open the gate near Troff & Scoff's room. As Lanky, now go up with Orangstand and into the door. Stomp on side pegs. Wasps will then appear; shoot 'em all for Gold Banana. Go into the door above the water and up the slopes off the side of the passage. One leads to K.Rool soldier surrounded by Blue Coins. Beat him for Lanky Blueprint

Find a Challenge Barrel up one of the slopes and collect all the coins, before the time runs out. Now get the Gold Banana. Go into the Cranky area and Butt Stomp the Lanky switch. A gate will open next to cannon. Get the Gold Banana. Go into the room off the passage after you enter level, and into the Challenge Barrel. Destroy the Kremlings, and make it to the end of the maze

CHUNKY KONG

On the left, with Hunky Chunky power, lift the rock and chuck it for a Golden Banana. Go into the Tiny area on left. As Hunky Chunky, climb the trees for the Challenge Barrel. Go up a right slope just before Cranky area. Lift the boulder. Stomp on the Chunky switch to expose Snide's HQ. Use Bananaport pad '2' to get to it

On the left of the area below Barrel Blast pad, Simian Slam the concrete 'X' on the floor where the boulder was to expose a hole. Jump down and follow the passage to end. Pause when it gets dark, then shoot the statue's eyes to lower the vines. Swing along and defeat Kasplat for a Blueprint. Swing to the other side for a Banana

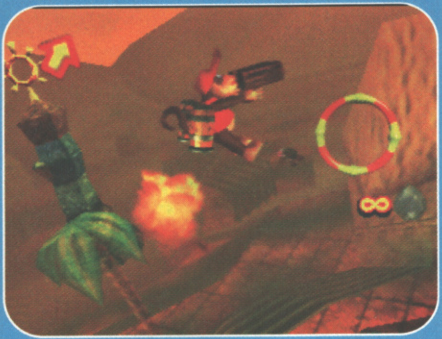
TINY KONG

In the entrance passage to Jungle Japes, there's a room off it that DK opened. Shoot the switch, and go into the Challenge Barrel. Go to the doorway on far left as you enter the main Jungle Japes. Shoot the switches to open a new area. Inside use the Mini Monkey Barreland into the coloured mound on the right of the log. Hit switches to open doors. Jump on switch in Cranky area. There's a banana in the door on the water. Use Bananaport pad '4'

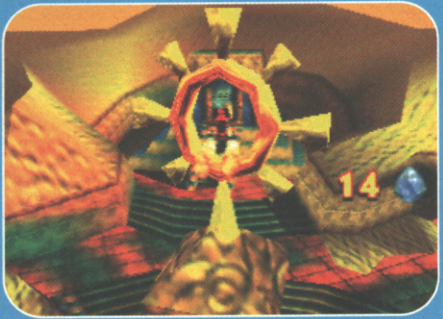
ANGRY AZTEC

Sometimes it's sunny, but sometimes there are furious sandstorms; Angry Aztec is a level full of ancient Egyptian promise. And loads of things to do. So get doing them.

DIDDY KONG

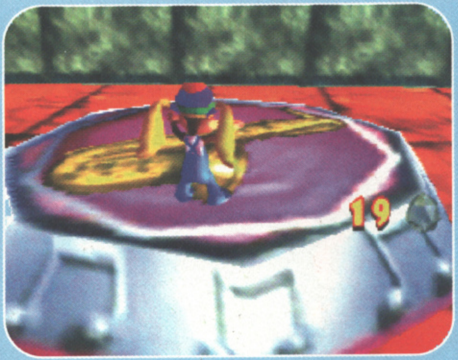


On the second area of Aztec you'll find four gongs. Chimpy Charge them to raise the tower. Jet to the top. Another building top has a Diddy Switch to hit. As the totem rotates, shoot peanuts into its mouth. New switches will appear on the building's side. Go in

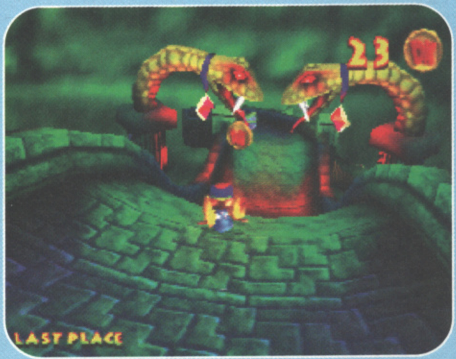


Jump on platforms to alcove. Shoot Peanut Switch. Cross walkway and play instrument on pad. When ice melts swim down to the area with wall letters. Charge switch. Chimpy Charge other letters to spell KONG and release Tiny. Exit

TINY KONG

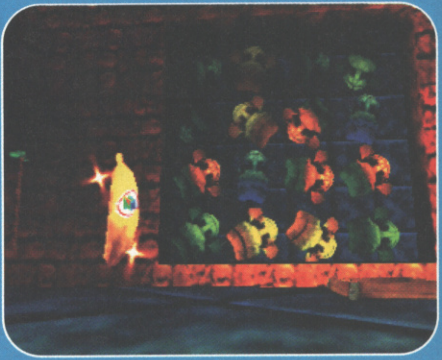


Shoot switch on five-door building and go in. Follow the path to the tower that Diddy raised. Become Mini Monkey in nearby Barrel and play Sax on the pad in front of building. Squawk will pick you up and fly to the hole on top of tower. Now a race; staying ahead is hard, so don't! The secret is to collect all coins from behind then overtake in second tunnel. Get the Gold Banana

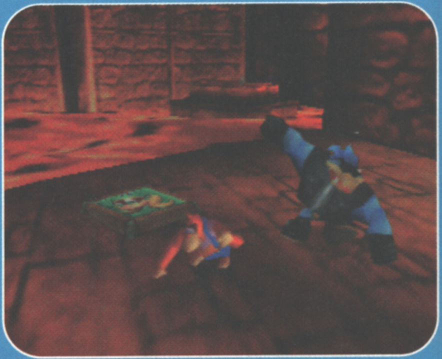


Into the Llama building, become small, go into the opening in same area and hit switches before crossing the stones that appear. Use Ponytail Twirl. Shoot the switch on the building with angry face, and go inside. Turn into Mini Monkey, go into the water and a small hole. Kill all the Crocs with Orange Grenades for a banana

LANKY KONG

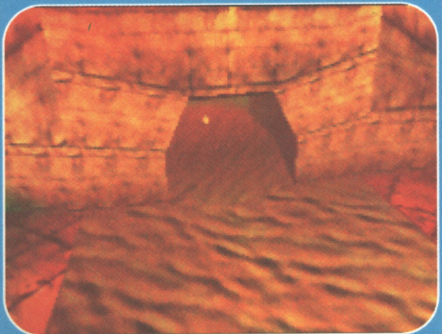


Shoot the Grape Switch on the angry face building in first area. Go in, down the water to Lanky Switch, and stomp. Shoot the Vulture four times then go into the Llama building. Shoot the switch near Tag Barrel. Match sounds by shooting monkey heads. Hint: same colour head, same sound



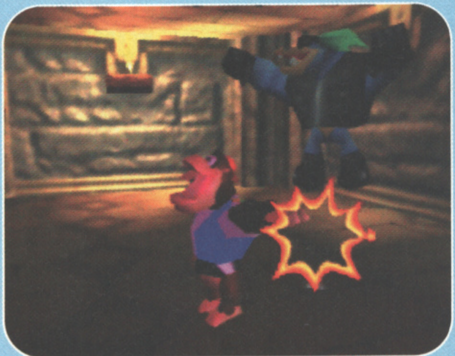
Get into the five-door building in the second area by hitting the Grape Switch. Shoot more switches to get to a sub game called Bug Bash via a Challenge Barrel. Stay calm and you'll swat the flies easily. Into the Llama Temple and use Bananaport Pad 2 to get to Tiny's secret area. Kasplat is here with a Lanky Blueprint

DONKEY KONG

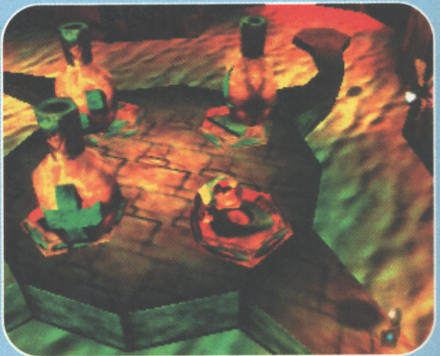


Find building with picture of Llama. As DK press Z for Barrel Blast game. Winning banana is in Llama cage. In Llama building, Stomp switch to open door outside. Enter Strong Kong barrel. Go through passage to Challenge Barrel. Shoot switch on five-door building in second area. Go in, shoot switches for banana. In Llama building, swim underwater and shoot switch in room, releasing Lanky Kong

CHUNKY KONG



Into the temple with the angry face; go down the slope and play triangle on music pad. Through the door, kill Crocs for a Golden Banana. Go into the temple with five switches by shooting the Pineapple. Follow the path through to the end for Kremling Kosh Challenge Barrel. Kasplat with Chunky Blueprint is also in here

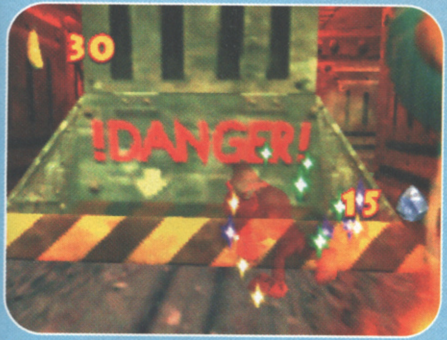


In passage between two main areas, turn into Chunky. Lift rock and place on table before it. This lifts a cage; jump into Challenge Barrel. In passage leading from curtain entrance to first main area, shoot Pineapple Switches. Once inside, place jugs on tiles with same symbol. Get rid of Wasp first

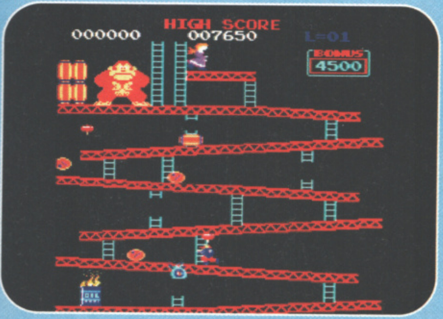
FRANTIC FACTORY

Very different to the last two levels. Dark, metallic corridors in what appears – at first – to be a closed toy factory.

DONKEY KONG

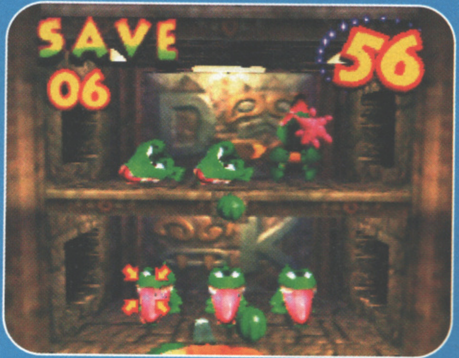


In Storage Room stand on Barrel Blast pad. Win and lever appears in front of DK arcade machine. R&D room – go down hole behind metal door. Go into metal hut. Pull lever to turn on Factory and go into newly-opened door in Production Room. Go to end of passage

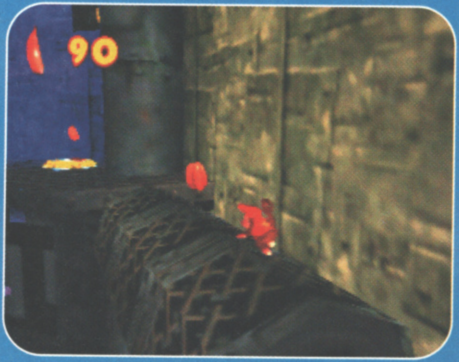


Into the red passage off the Toys room with yellow bananas. Stomp on the switch and stomp numbers in order, lowest to highest. Go up the pole off the Storage Room to the original *Donkey Kong* arcade game. Play first four levels for a Golden Banana. Kasplat with a Blueprint is half-way up the Production Room on a ledge. Get there after switching on the Factory

DIDDY KONG

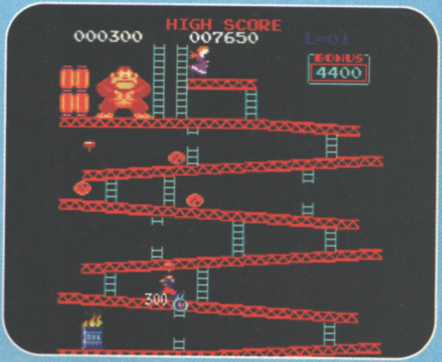


Kasplat is in the Production Room with a Diddy Blueprint. Stomp Diddy Switch to release a banana on a higher level. On to the Storage Room; jump to top of the pile of letter blocks using the Diddy pad nearby. Into the Challenge Barrel, and make paths for Banana Fairies

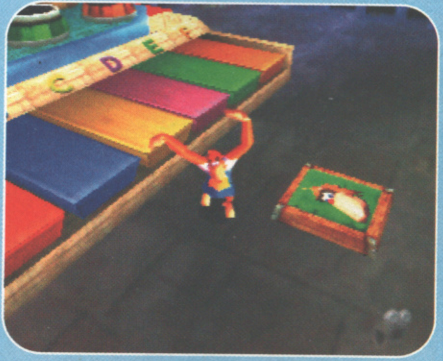


In R&D room, find the Guitar Gazump pad. Open the door. Chimpy Charge the numbers on three doors, then kill the enemies. Go through the door next to the electric guitar switch. Jump down the hole and swing to the Challenge Barrel. Herd Beavers into hole. Concentrate, it's very difficult

LANKY KONG



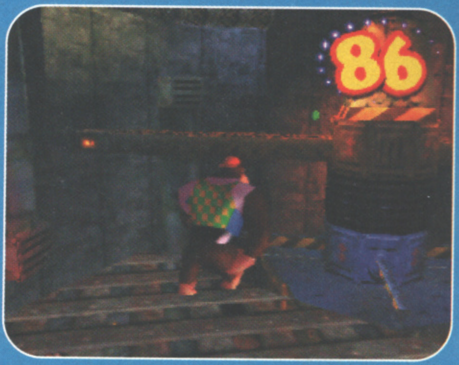
Look for a metal pipe in the corner of the Storage Room. Orangstand X + B up to the Lanky Switch. Stomp it to free Chunky Kong and grab the Gold Banana. Play Trombone on the pad in R&D room that opens glass. Go in and copy the Kremling colour on the keyboard for a Golden Banana



Press Z on the Lanky pad near the Tag Barrel in the Toys room. Float up to the Challenge Barrel. Match bananas on the fruit machine. Stomp on Lanky switch in Production Room. Go up to the top of the room for a Golden Banana. Step on Bananaport pad tile 4 to open a short cut

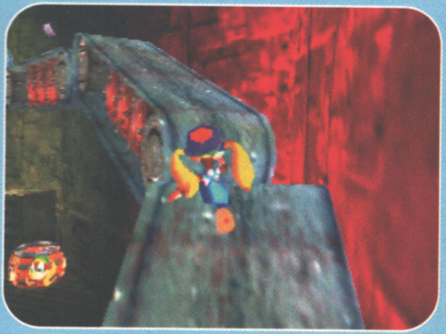
CHUNKY KONG

Kasplat with a Blueprint is in Toys room. In R&D room, go through door that's two to the right of Diddy Guitar Gazump Switch room. Primate Punch switch, defeat enemies for a banana. Storage Room – Primate Punch metal grate door and go in. Simian Slam crate, hit switch. Primate Punch metal switch and go up platforms



Primate Punch the metal grate near the Arcade Machine room and then go into the Challenge Barrel. Collect all the coins and make it to the finish line in time. Simian Slam the switch on the Production Room ground floor, then use Bananaport pad 4 to get up to the Golden Banana

TINY KONG

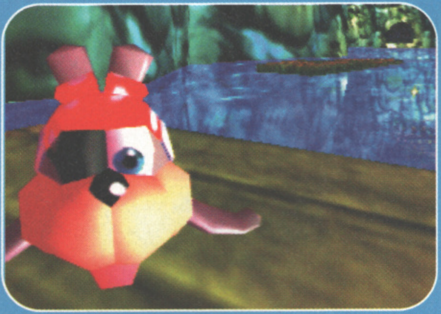


Go into Mini Monkey barrel in room with arcade machine. Go through passage. Find Mini Monkey Barrel in storage room. Go through passage, shoot items in right order. In R&D room go to metal door with Tiny banana trail leading in. As Mini Monkey win race. Kasplat is in room with up-pole off Storage Room. Go up escalators in Production Room to Challenge Barrel

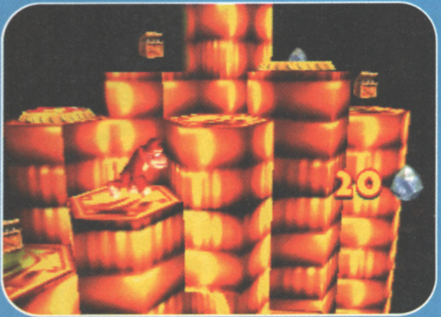
GLOOMY GALLEON

Ahoy there laddies! The Gloomy Galleon level is a set of three main areas, where water levels need to be lowered and raised to get the Bananas. Do this by hitting switches beneath the Lighthouse.

DONKEY KONG

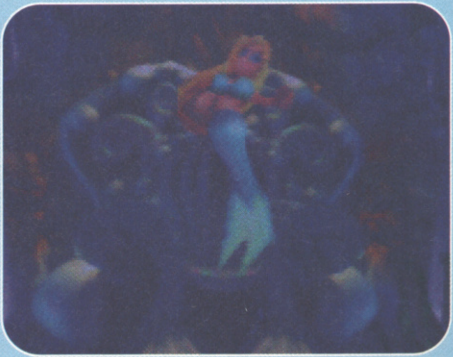


Hit switch in water under Lighthouse to raise water level. Stomp DK Switch before going to top. Pull lever and get a Banana. Play Barrel Blast at foot of Lighthouse to release Seal. Find him in sunken ship area next to Candy for Golden Banana

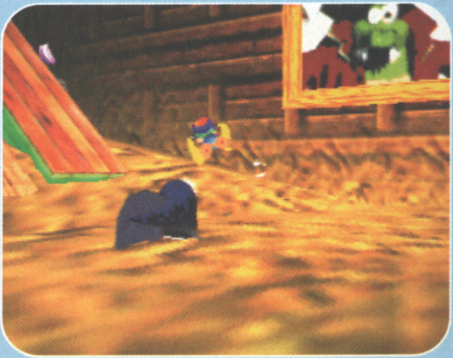


Near Candy in sunken ship area is Bananaport pad 4. Use it to get to treasure room. Drop down and defeat Kasplat for a Blueprint. Go into entrance behind Seal. Win race for Golden Banana. Near Funky in sunken ship area is Bongo's Pad. Play them. A door opens. Into sunken ship for Challenge Barrel

TINY KONG

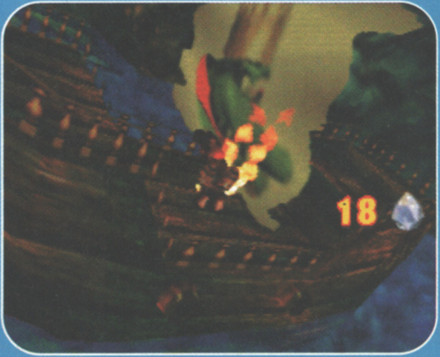


As Diddy, open the door opposite the Lighthouse passage. Stomp the Tiny switch near the door. Into sunken ship on left of area for a Challenge Barrel. See the Mermaid at bottom of Lighthouse area; turn into Mini Monkey in Treasure room and go into the chest. Collect pearls and give them back to the Mermaid

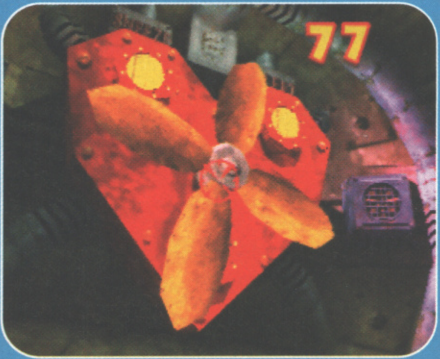


Swim to bottom of water under Funky in the sunken ship area. Turn into Mini Monkey and go into the submarine. At the Challenge Barrel, bash all the bugs in time. Near Funky in the sunken ship area is Saxophone Slam pad. This opens a door in the sunken ship; swim through for a banana. Use the vines in cannon area to get to Kasplat with a Tiny Blueprint

DIDDY KONG

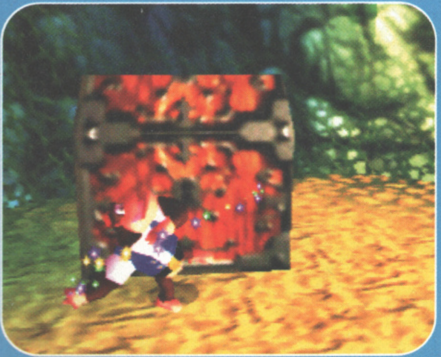


Jetbarrel at the foot of the Lighthouse on to the Kremling Galleon. Stomp the switch, grab a Golden Banana from the top of the Lighthouse. Sunken ship area – as Lanky, become Enguarde. Jump in the DK star three times. Now go into the Treasure room as Diddy and on the pad, go up to the Challenge Barrel



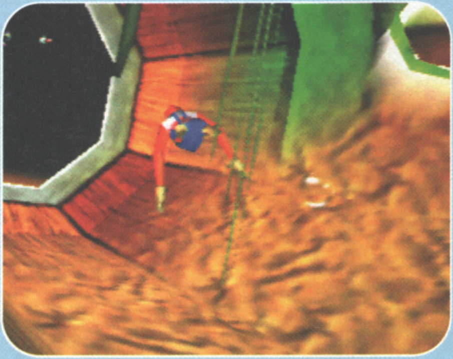
Play Guitar Gazump on switch at the top of the Lighthouse. Run to the sunken ship area and into the fish. Shoot circles on heart three times. With lowered water, go to Funky, play Guitar Gazump on the nearby pad. Now go into the sunken ship for challenge. Collect coins (last one is above water)

CHUNKY KONG

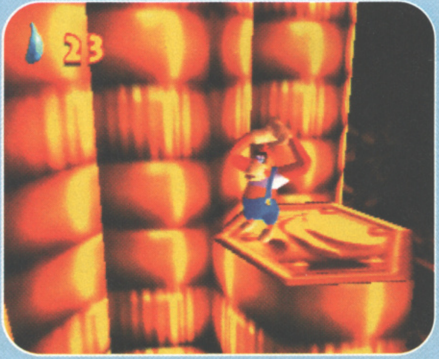


Go into the first room on the right as you enter the level. Carry a cannonball to the cannon, then hit the targets. Near Funky in the sunken ship area is Kasplat with a Blueprint. In the cannon area on far right are three large chests. Primate Punch them for a Golden Banana

LANKY KONG



After DK has raised the water level and Chunky has opened the door, go into the first room on the right as you enter. Here's Kasplat with a Lanky Blueprint. Hit the switch outside the sunken ship area door. Now swim to the far left sunken ship. Smash the chests as Enguarde, then go through to a Banana



Stand on Lanky pad in the Treasure room and float up to the Challenge Barrel. Shoot Crocs for a Golden Banana. Lower the water with the switch under the Lighthouse. Go to Funky in the sunken ship area and play the Trombone on a nearby pad. In the sunken ship is a banana

FUNGI FOREST

Just like in *Banjo Kazooie* where you had to change the seasons in Click Clock Wood, here you must change from night to day and back again to get all the bananas. Do this by shooting the switch at the top of the pendulum tree.

DONKEY KONG

Into giant mushroom on ground level. All Kongs need to shoot their switches to release cannons. As Donkey, Simian Slam switch and cannon for a Banana. Outside of giant mushroom is a Donkey pad. Stand on it, press Z for game with Challenge Barrel at end

Behind the house with rosebushes, in water mill area is Kasplat with a Donkey Blueprint. At night, go into the water mill as Tiny. Turn to Chunky in second room and punch '?' crate. As Donkey, hit the switch. Pull levers in 21132 sequence, and outside is a Banana to grab

DIDDY KONG

Halfway up, inside the giant mushroom is Kasplat with a Diddy Blueprint. At night go to the autumn tree area. Play guitar on switch to awaken the owl. Fly through rings for a Challenge Barrel

Night. Simian Spring up to the door in the wooden hut that's on the edge of the water mill area. Inside, follow planks, pausing to let the light fall in front of you and on to the Golden Banana

TINY KONG

Autumn tree area at the mud tower go into Mini Monkey barrel. Turn small, then play Saxophone Slam on the pad. Inside the mud tower defeat the Crocs and pick up the seed. Take it and plant it in a bare patch of earth off the main pendulum tree area. Turn into Mini and play Sax to get to a banana

Halfway up the outside of giant mushroom (get to it from inside) is Kasplat with a Tiny Blueprint. At night, go into a small mousehole on the side of the water mill. Inside, go through a cobweb passage. Kill the spider's babies, then shoot it in the eye when it's open

CHUNKY KONG

In the water mill area, Simian Slam the well grate and fall down it. Collect 50 coins in the race for a Golden Banana. Halfway up the giant mushroom on the outside (get to it via vines on the inside) is Kasplat with a Chunky Blueprint

During the day, go into the water mill room which has two rooms; you want the one with the ground level escalator. Lift up and put three metal barrels onto the escalator to smash the engine and get a Golden Banana for your troubles

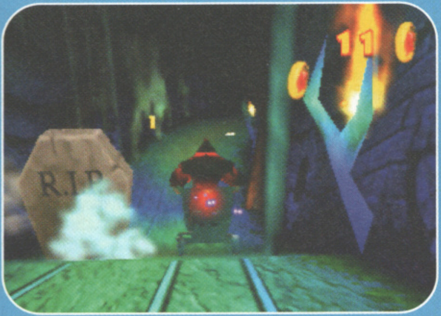
LANKY KONG

Under autumn tree is Kasplat with a Lanky Blueprint. As Diddy, Jetpac to top of giant mushroom. Change to Lanky on ledge and stomp switch on top. Inside door, bounce to banana. At night, climb or float to roof of water mill and into entrance. Stomp on Lanky switch and kill bats for a banana

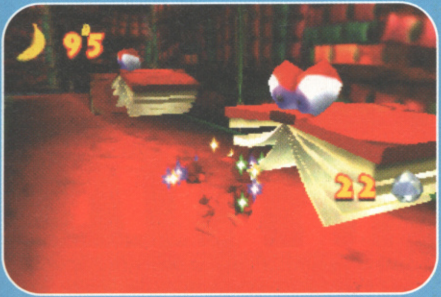
CREEPY CASTLE

Yikes! Kremlings in ghost sheets are round every corner. You start near the bottom of this level and have to work your way up to the top. Just don't miss anything on the way up.

DONKEY KONG

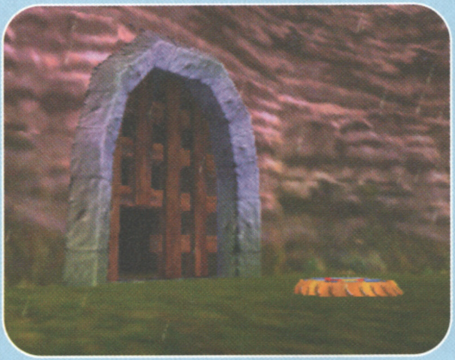


Go through wooden door on lowest part of level and into first skull on left. Find levers, hit top-left, top-right then bottom-left and enter door. Now win race. Go in second door up with gap. Take first door on left. Stomp Donkey switch, and stomp tiles to arrange them into Donkey's face

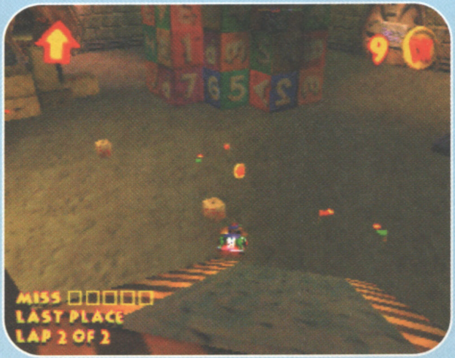


Play Barrel Blast game just past first plank to open tree door. Go through water to floating wood and sniper targets. Find switch past Ballroom. Stomp it. Go back to Library entrance. Open door on right by killing enemies on left. Use Strong Kong to get through flying books to Banana

TINY KONG

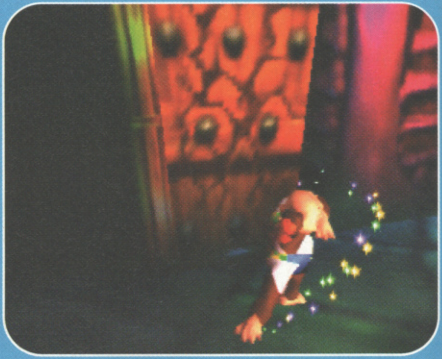


Go into the wooden door on lowest part of level and into the boneshack opposite the skull. Jump across hands to get to the banana. Further on from the wooden door on lowest point of level is Kasplat with a Tiny Blueprint

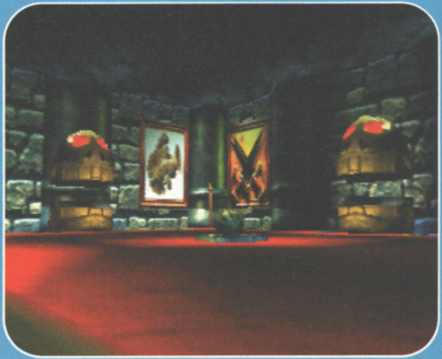


Go in the second door up with a gap. Take first left and Ponytail Twirl across the gap to Challenge Barrel. To set of huts near Bananaport Pad tile 4. Become Mini Monkey and bounce into the metal bin. Shoot flies for a Golden Banana. In the Ballroom, use Monkeyport pad to warp into the Library. Become Mini Monkey in Barrel, go into the shack to race for a banana

CHUNKY KONG

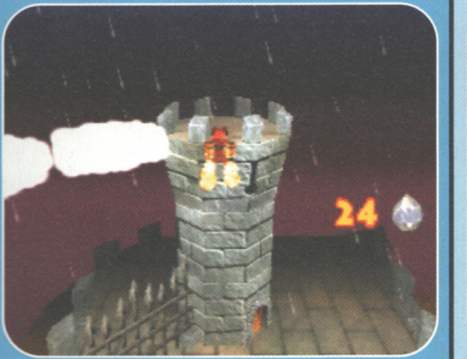


Into wooden door on lowest part of level. In skull face you'll find a Pineapple switch. Go through the door. Primate Punch coffins for Challenge Barrel. Go into the tree that DK opened with a Barrel Blast. Smash the log, sniper the target and go through to the Challenge Barrel



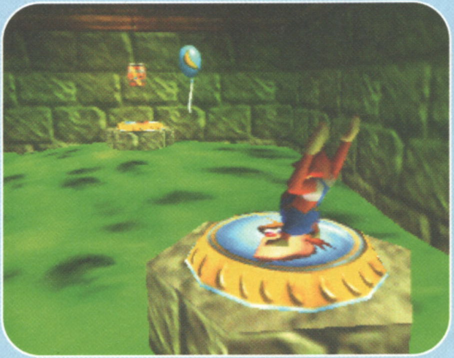
Go into the Museum door. Primate Punch three shields, put boulder on table and get a banana. Primate Punch the wooden door near Bananaport Pad 4. Go in and smash the crate, use Monkeygone on pad and kill all bats that appear when you're invisible for a Golden Banana

DIDDY KONG

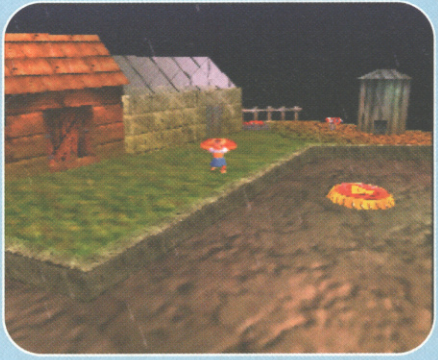


Enter second door with gap. Take first door on left. Stomp Diddy pad to open door, sniper peanut switch and swing to banana. Use Jetbarrel near Bananaport pad 2 to go to top of Castle. Find Challenge Barrel. Go into Ballroom and kill all enemies to expose Jetbarrel. Fly to light candles. A Challenge Barrel will appear

LANKY KONG



Go into the wooden door on lowest part of level, then the boneshack opposite the skull. Orangstand Sprint past gate, swing across vines to a banana. Go in the second door up with gap, and take first door on left; stomp Lanky switch. Float across to Challenge Barrel

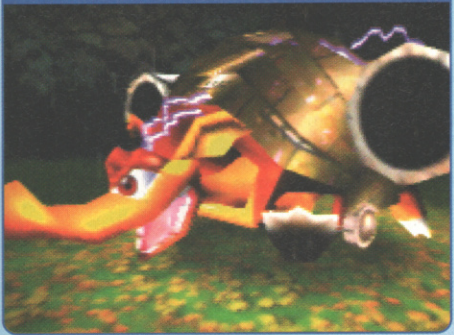


Enter second door up with gap. Follow passage through to Kasplat near Candy with a Lanky Blueprint. Go to huts, use Bananaport Pad 4. Stomp on Lanky switch and go into greenhouse. Get to end of maze in time. Into tower at top near Warp Tile 5. Sniper high-up switches to open grate. Float up to Challenge Barrel

BOSSES

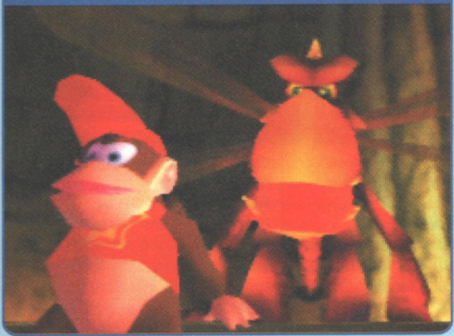
Donkey Kong 64 **has easily the best bosses you've seen since *Zelda: Ocarina Of Time*. You'll have to be at your most skillful to win. Here are some tips to help you out.**

JUNGLE JAPES BOSS



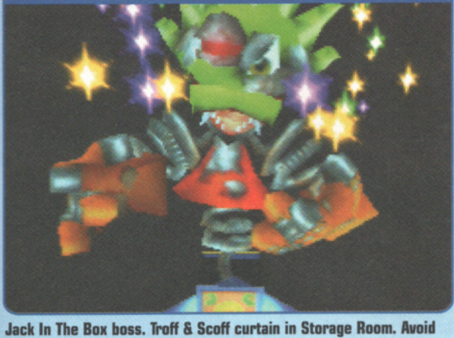
Crazy Army Dillo boss. It's very easy but gives you a good chance to see what DK bosses are all about. Dodge its fireballs, then, when it stops chucking them, throw a barrel at it. Do this until it chickens out. You'll be rewarded with your first key. Don't take it back to K.Lumsy yet

ANGRY AZTEC BOSS



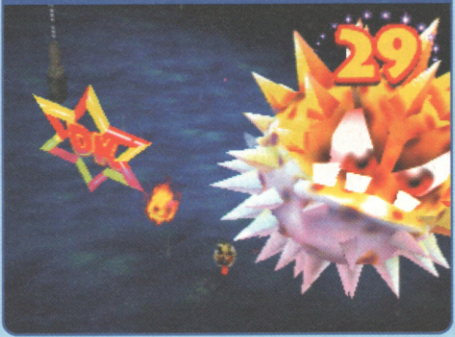
A fire-breathing dragon dude! Do the same as the last boss: dodge fireballs then chuck a barrel at it when it lands. After three or four hits, it'll fall into the lava and you get a key which, when given to K.Lumsy, opens the third and fourth levels

FRANTIC FACTORY BOSS



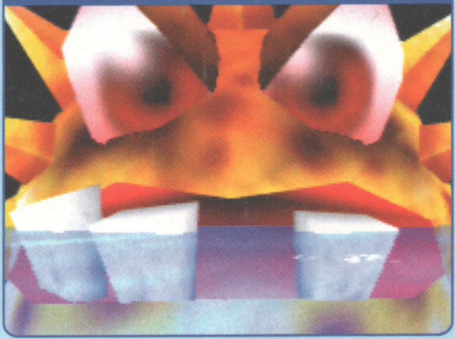
Jack In The Box boss. Troff & Scoff curtain in Storage Room. Avoid the Box when it's hopping around by jumping to other places using Ponytail Twirl. Then, when it stops, stomp on the switch that's on the same colour square it's sitting on

GLOOMY GALLEON INTRO



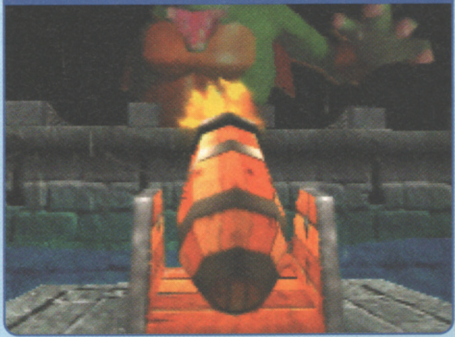
Finding the Gloomy Galleon Boss: Troff & Scoff curtain in cannons room, up above on the far-left of the area. Here, you get to see a real cool cut-scene with Lanky lying in a boat no bigger than a bathtub. He fools around with the light and it flickers on. Yikes!

GLOOMY GALLEON BOSS



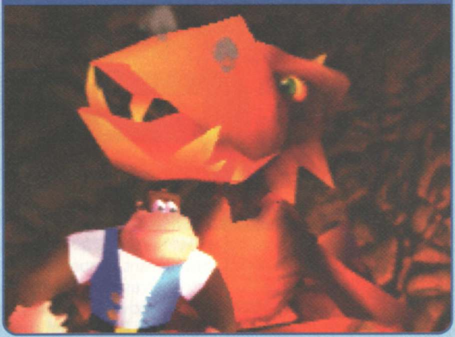
This boss, even though he's scary, is quite easy. Just be good at steering and you're there. Drive the boat through each DK star to open pylons and electrify this sea monster. Sometimes you're on a timer so steer in zig zags so you can see the whole area. It's easy

CREEPY CASTLE BOSS



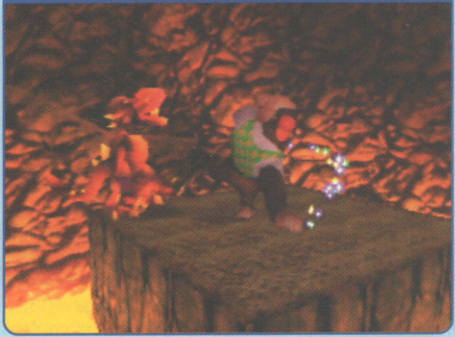
K.Rool cutout. This boss is all about cannon-balling the correct cut-out when it appears. Use good timing and don't go for faded fake cut-out. At the end, when it hops quickly from one of the four cannon sides to another, use timing and jump into the right cannon at exactly the correct moment

FUNGI FOREST BOSS



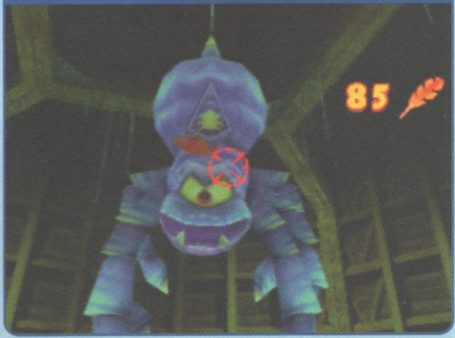
The same Dragon as before, but now you're playing as Chunky and he's well scared. He should be, the Dragon isn't messing around this time because it's smarting after its previous defeat. You know what to do, so go for it

FUNGI FOREST BOSS 2



The Troff & Scoff curtain for this fire-breather is on top of the giant mushroom. Chuck TNT Barrels at it after dodging its fireballs. Then it'll stomp the platform and start sinking into the lava. Become Hunky Chunky, then beat it up as quick as you can

FUNGI FOREST SUB BOSS



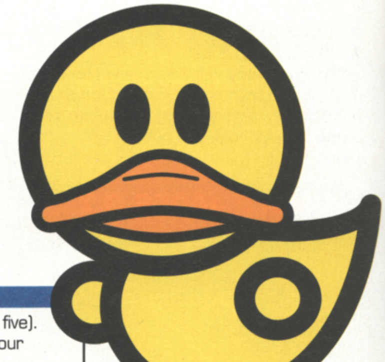
This boss is inside the Fungi Forest level, not accesed via Troff & Scoff. It's in the water mill at night. Get rid of its babies while it sleeps. Then, when they're gone, avoid spit attacks. Keep an eye on it because, when it opens its one eye, you have to shoot it. Just like Queen Gohma in *Zelda*

NEXT MONTH...

We'll help you finish the game off: nab the naughty crocodile King K.Rool once and for all in next month's thumb-blistering, banana-bagging guide. Can you wait?

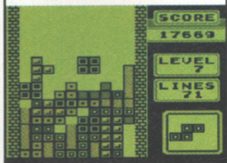
THE BEST EVER...

PUZZLE GAMES



TETRIS

Game Boy £19.99, every other machine has a version



WHAT YOU DO
Fit different shaped blocks together as they fall into a well to make solid lines, which then disappear. The idea of the game is to survive as long as possible before the blocks stack up to fill the well. *Tetris* is the daddy of all puzzle games, and arguable still the genre's apex. Before long you start dreaming in tetrads.

HOW IT PLAYS
A masterpiece of simple game design, *Tetris* has captivated gamers on every system for as long as we can remember. Anyone can play it and everyone does, making it the most popular Russian export since vodka.

MAGIC MOMENT
On the seminal Game Boy version, clear 25 lines on mode B (speed nine, high five). It's amazingly tough, but your reward is seeing a space shuttle blasting off into the sky.

ADDICTION FACTOR
Tetris makes junkies out of Luddite grannies and hardcore gamers alike. It's still the most played Game Boy title ten years after its release, and the advent of a new version for the Game Boy Color will hook a new generation of handheld gamers.

? ? ? ? ?

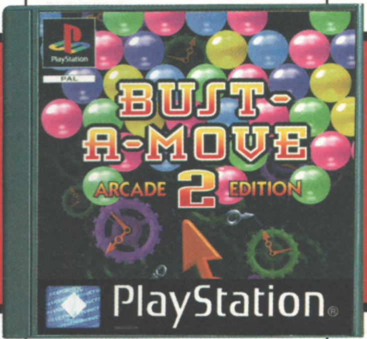
BUST-A-MOVE 2

PlayStation £19.99, every format has a version

WHAT YOU DO
Fire coloured bubbles out of a catapult, hoping to link three or more together. These then disappear and appear on your opponent's side in two-player mode. Clearing the screen of bubbles is your ultimate goal.

HOW IT PLAYS
Missing the shot that will send loads of bubbles cascading down is soul destroying, and richocheting a ball off two walls into the smallest gap is one of the best feelings.

MAGIC MOMENT
Two good *B-A-M* players going at it in a frenzy of popping and hasty tactics. You're down and out in two-player, your screen is a mass of balls. One genius shot later, and you've saved your own ass and put player two in a world of pain. Yes!

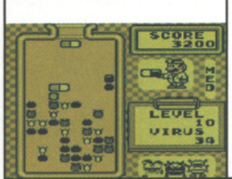


ADDICTION FACTOR
In one-player mode, you'll play the story again and again. The two-player mode is where it's really at, and is as compulsive and exciting as any footie game.

? ? ? ? ?

DR. MARIO

NES, Game Boy £19.99



WHAT YOU DO
Pills with different coloured halves fall into a bottle containing nasty germs. Align three like-coloured pill segments next to a germ to kill it.

HOW IT PLAYS
It's a bit more strategic than *Tetris*, even if the basic game sounds similar. You can line up pills like *Tetris* and they will vanish, but killing the germs is how you progress. Later levels throw an assortment of nasty viruses into the mix, meaning you have to balance not filling the jar with killing the germs. Manic.

MAGIC MOMENT
Using your crazy skills to take out three germs with as many drops, thanks to flawless planning. You'll love it when a plan comes together, and it's so good it encouraged a nation of dissatisfied plumbers to down tools and head for medical school.

ADDICTION FACTOR
Game Boy is the perfect format for puzzlers, and although you can never tire of *Tetris* it's good to have another distraction. *Dr. Mario* will grab you by the nuts and ask you to cough.

? ? ?

KLAX

Arcade. Game Boy and PS versions coming soon

WHAT YOU DO
A conveyor belt sends down coloured tiles, which you grab on a paddle and arrange into neat rows. Three or more of the same colour disappear, and missing three tiles means game over. The pretty colours are deceiving – this game is a real swine to master.

HOW IT PLAYS
It's easy to pick up, but once a shed-load of tiles come speeding down the belt you need to think fast. You need to juggle stacking, grabbing and thinking. You can flip tiles back on to the conveyor, but they never go away. Arrgh!!

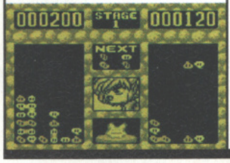
MAGIC MOMENT
Each wave has a set objective (make five stacks, get 10,000 points) and the buzz is hitting that target just as you're about to drop that fatal third tile. The gameplay is continually mixed up, as you're asked only to make diagonal rows instead of horizontal or vertical rows. The initial confusion is like waking up with your hands where your feet were and learning to adapt. It destroys your mind in a good way.

ADDICTION FACTOR
Atari stuck it in the arcades to compete with *Tetris*, and it's testament to the game's quality that it wasn't totally blown away. It has slipped out of the public consciousness of late, but re-issues on Game Boy and PlayStation will re-ignite the fire.

? ? ? ? ?

PUYO-PUYO

Variants on every system. *Puyo-Puyo 4* is pending on Dreamcast



WHAT YOU DO
Small blobs (or beans, depending on the version you play) fall from the top of the screen. You have to align them into colours so they disappear, *Tetris*-style.

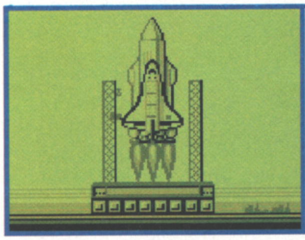
HOW IT PLAYS
The original *Puyo-Puyo* is a massive hit in Japan thanks to its simple, addictive gameplay. The West has had countless versions, including *Dr. Robotnik's Bean Machine* on the MegaDrive, and *Kirby's Avalanche* on the SNES.

MAGIC MOMENT
Has all the fun of *Tetris*, only with blobs. Only a mentalist could argue that *Tetris*' blocks had character, but these blobs have got eyes and everything. You care about them in a wholly unnatural way. The upcoming Dreamcast version lets four player go at it, which should be insane.

ADDICTION FACTOR
There are almost as many variants of *Puyo-Puyo* out there as *Tetris*. Puzzle games disappear after one incarnation if they're no good, and multiple versions of *Puyo* mark it out as a stayer.

? ? ? ?

Humans are just the most mental creatures on this planet. We like to test the splash resistance of our pants on scary rollercoasters, and generally torture ourselves – all in the name of fun. Games fall into this category too: the last thing you wanted at school was a difficult maths problem, but pick up a joypad/handheld and you're willing to fry your brain on the most fiendish puzzles, ever.



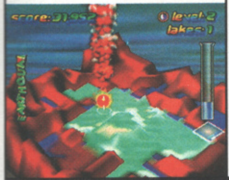
JUST HOW GOOD, IS GOOD?

A decent puzzle game always pushes buttons other games cannot reach.

? ? ? ? ? **An indisputable classic. The best there is.**
? ? ? ? **Wears its influences on its sleeve, polished to near perfection.**
? ? ? **Appeal might not be universal, but it has its fans.**
? ? **Flawed design means it's an effort to play. You won't persist.**
? **Frankly, you'd rather read a textbook. A really dull one.**

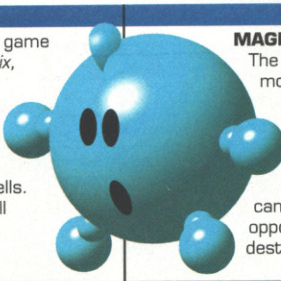
WETRIX

N64 £39.99
PC £19.99



WHAT YOU DO
One of the best of the *Tetris* variants. Stack falling pieces on a landscape to build wells so that you can trap rainwater. Fireballs evaporate the water, and if it floods the landscape it's game over.

HOW IT PLAYS
Wetrix is initially tricky to come to terms with, partly because you expect a *Tetris* game to be simple. *Wetrix, though*, proves to be actually quite complex, although you soon get to grips with building the wells. Persevere and you'll love it, especially in two-player mode.



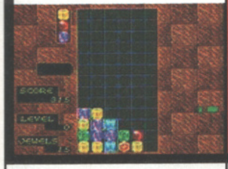
MAGIC MOMENT
The better and more proficient you are in two-player mode, the more natural disasters you can wreak on your opponent's land, destroying their wells. When the 'earthquake' option appears, you'll definitely fall out. That's guaranteed.

ADDICTION FACTOR
If you believe that any *Tetris* variant is heresy, steer clear. Many unenlightened fools have written *Wetrix* off as unplayable, but persevere and let *Wetrix* destroy your social life.

? ? ?

COLUMNS

Arcade, MegaDrive, Game Gear (second-hand, around £10)



WHAT YOU DO
Coloured gems fall from the sky in blocks of three. You can't spin them, but you can cycle their order. Three or more of the same colour together break and disappear. It was initially written off as a *Tetris* wannabe by sceptics, but it proved itself to be a cool puzzle game in its own right. Honest.

HOW IT PLAYS
The central game premise is extremely simple, so you dive right in. The many subtleties of the gameplay tend to encroach on you subconsciously, and before you know it, you've become awesome. The innovative 'flash-point' mode – where you win by removing one specific flashing gem – was a brilliant innovation, even at a time when *Tetris* was just beginning its assault.

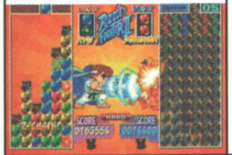
MAGIC MOMENT
Puzzle Fighter borrowed heavily from this game, and the best moments here are also of the mad combo variety. One good chain reaction can win you a round, the best ones are those which happen completely by accident (and you claim to your mate that you meant it because you're the King of Games).

ADDICTION FACTOR
Sega created *Columns* to give its handheld a serious rival to *Tetris*. While it wasn't quite that good, your Game Gear will definitely run out of battery power before you run out of patience.

? ? ? ?

SUPER PUZZLE FIGHTER 2 TURBO

PlayStation £19.99



WHAT YOU DO
Link falling gems together into blocks and trigger their disappearance with a special flashing block. Your opponent cops the fall out.

HOW IT PLAYS
It plays superbly. Two little *Street Fighter* characters add visual spice by acting out your attacks in the centre of the screen, but you'll be too engrossed in the action to notice anything else.

PlayStation
PAL
SUPER PUZZLE FIGHTER II TURBO
CAPCOM
PlayStation

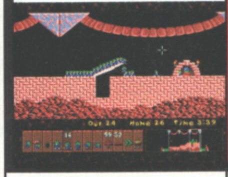
MAGIC MOMENT
Busting out a four-strong combo that annihilates your opponent, then him hitting right back with a counter thanks to the gems falling nicely on his side. Just like *Street Fighter*, in fact.

ADDICTION FACTOR
Takes some getting into, but once you're in, there's no escape. No other puzzle game allows for such complex strategies and skill building. If you haven't already got it, you probably need to mark it up as your next essential Platinum game. It never dates and is permanently incredible.

? ? ? ? ?

LEMMINGS

On every format ever.
Price: Cheap



WHAT YOU DO
Try to save a line of Lemmings from plunging to their doom by imposing your divine will. Make them build bridges, dig tunnels and spontaneously combust.

HOW IT PLAYS
It's infuriating, but fantastically addictive. And you really do have to think, rather than it being an all-out reflex-a-thon. Each instalment in the series has around 100 levels to guide the green-haired maniacs through, and if you're lucky enough to play the two-player mode, you'll find another puzzle masterpiece.

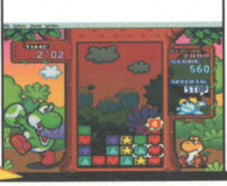
MAGIC MOMENT
A lone Lemming blunders off into unseen territory. You pan back to him just in time to see him walk over a trap which flings him into the air and snaps his neck. You laugh, but then realise it has cost you the level.

ADDICTION FACTOR
There are an absolute mountain of levels to wade through, and you have to use the same skill set in evermore ingenious ways to survive. It's a classic. Sadly, public demand wasn't enough to revive the franchise in proper 3D on a screen near you.

? ? ? ? ?

TETRIS ATTACK

SNES, Game Boy
£19.99



WHAT YOU DO
It's not really *Tetris*, since all the blocks move upwards from the bottom of the screen. You remove them by rotating like blocks together with a cursor, hoping to match three together. They then disappear, and blocks above fall into the gap. You compete against the clock, another player or a move limit.

HOW IT PLAYS
Shares the *Tetris* mantra of simplistic playability, combined with the logic required to solve those sliding tile puzzles of your youth. Yoshi is the main character, and Yoshi rules.

MAGIC MOMENT
Unlike most puzzle games, you can attack any part of the growing block mass at any time. So even if it's closing on top-of-the-screen death, you can tinker at the bottom to get yourself out of strife.

ADDICTION FACTOR
We'd forgotten how good it was, and then lost a day to its charms in researching this list. If you have the means, seek it out.

? ? ? ? ?

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

NINTENDO 64

■ MARIO PARTY

Magma Mountain: Successfully complete the first six stages, buying things in the shop, including the Magma Mount key, and collect 1,000 coins. You'll now have access to Magma Mountain.

Eternal Star: Get 100 stars in the Magma Mountain. A special event will appear, followed by the Eternal Stage.

Special Shop Items: After successfully completing the Eternal Star stage, you'll be able to buy special items in the shop. Cool, eh?

Aidan McGovern, Carrigaline

■ ROGUE SQUADRON

Enter any of the following at the password screen:

CODE	EFFECT
Farmboy	Millennium Falcon
Tied Up	Tie Interceptor
Koelsch	Flying car
Deaddack	Level select
Touchguy	All weapons
Igiveup	Infinite lives
Radar	New radar
Ace	Harder game
Chicken	At-St bonus level

Michael Wharton, Manchester

PC CD-ROM

Tim Weltom, from Scarborough, tackles Drakan and earns himself 10 big ones.

■ DRAKAN: ORDER OF THE FLAME

Developer mode: Hold Shift while starting the game. A Developer mode tab may now be selected to set various cheat options.

Cheat mode: Activate the Developer mode. Select the Enable Developer mode box on the Developer mode tab. Then, press \ to talk during the game, enter one of the following codes, and press Enter to activate the corresponding cheat function. The phrase 'The gods favour you' will be spoken to confirm correct code entry.

EFFECT	CODE
God mode*	iamgod
God mode in last stage	iamgoddess
Full health	smoghead
Enable debug mode	debug on
List weapon names in debug mode	all weapons
Obtain indicated weapon	give <weapon name>
Obtain indicated item	gimme <item name>
Disable debug mode	debug off

* This code has no effect in the last stage of the game.

Cheat mode (demo version): Press \ to talk, then enter one of the following codes to activate the corresponding cheat function.

EFFECT	CODE
God mode	sanctuary
Full health	smeghead
Enable debug mode	debug on

Wasim Khan, from Bradford, did really well with* Jet Force Gemini *to bring us so many cheats. Have 10 quid my son.

■ JET FORCE GEMINI

- **Rainbow Blood mode:** You need to collect 100 ant heads to unlock the Rainbow Blood option on the cheat menu.
- **Jet Force Kids mode:** Collect 200 ant heads to unlock the Jet Force Kids option on the cheat menu. Enable this option to unlock the kid version of the game's characters.
- **Ants Into Pants mode:** Collect 300 ant heads to unlock the Ants Into Pants option on the cheat menu. Enable this option to get stick figures with large pants as enemies.
- **Play as Yellow Ant in deathmatch:** Make contact with the hidden Totem Pole as Vela in Goldwood.
- **Play as Blue Ant in deathmatch:** Make contact with the hidden Totem Pole in SS Anubis (Generator Room 2F).
- **Play as Red Ant in deathmatch:** Make contact with the hidden Totem Pole as Juno in Ichor (Military Base).
- **Play as Green Ant in deathmatch:** Make contact with the hidden Totem Pole in Spawn Ship (Cargo Sewer).
- **Play as Male Tribal in deathmatch:** Play as Lupus and collect the Magenta Key in Eschebone (Thorax. Left intestine). Then, make contact with the hidden Totem Pole as Lupus in Sekhmet (Channel Area).
- **Play as Female Tribal in deathmatch:** Collect the Mine Key. Then, make contact with the hidden Totem Pole as Vela in Rith Essa (Mine).
- **Play as Zombie Termite in deathmatch:** Make contact with the hidden Totem Pole as Lupus in Tawfret (Treehut).
- **Play as Beetle Termite in deathmatch:** Make contact with the hidden Totem Pole as Vela in Tawfret (Tomb).
- **Play as Metallic Termite in deathmatch:** Make contact with the hidden Totem Pole as Lupus in Sekhmet, (hover across the Spiral Walkway).

MONEY

Send in your best tips and get £10 in return

DREAMCAST

Tomo Norman, from St Albans, has a big bag-full of Dreamcast cheats and help. A luvverly tenner is on the way, Tomo.

POWER STONE

- **Fight as Kraken:** Successfully complete the game with all eight characters to unlock Kraken.
- **Fight as Valgas:** Successfully complete the game as Kraken to unlock Valgas.
- **Fight as Mutant Fusion (Final) Valgas:** Unlock Valgas, then successfully complete the game with any character without using continues under any difficulty setting. Enter page 12 of the Power Stone Collection to see Final Valgas. Note: Final Valgas may only be selected in Versus mode, by only one player per match.
- **Virtua Battle mode:** Unlock Valgas as a playable character and use him to successfully complete the game. Virtua Battle mode will be available on page five in the Power Stone Collection. This keeps the camera behind your character during matches.
- **Dual Virtua Battle mode:** Unlock Kraken as a playable character and use him to complete the game. This mode will be unlocked on page six in the Power Stone Collection. This allows a Versus mode game to be played with the Virtua Battle mode camera angle on each part of the split screen.

- **Scrap Book:** Accumulate 1,000 or more coins in VMS mini-games to unlock a scrap book (art gallery) option on page 13 of the Power Stone Collection.
- **Sound Test:** Accumulate 2,000 coins in the VMS mini-games to unlock a sound test option on page 25 of the Power Stone Collection.
- **View ending sequences:** Complete the game with any character to access page 14 of the Power Stone Collection. Use this to view the endings of any character that has completed the game or the game's credits.

SONIC ADVENTURE

Hidden artwork: Put the game disc in a PC-compatible CD-ROM drive to find additional images from the game in the Extras directory.

Alternate Twinkle Park Race views: Press Up during the Twinkle Park Race level to change views.

Play as Super Sonic: Complete the game using all six starting characters to unlock Super Sonic.

INCOMING

Cheat mode: Press Start after loading the game to display the main menu. Then, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y to display cheat options that include level select, unlimited lives, unlimited shields, and more.

GAME BOY COLOR

Tarzan

LEVEL	PASSWORD
2-1	Cross, X, Moon, Cross
3-1	Vertical Lines, Vertical Lines, Maze, Swirl
4-1	X, Moon, Triangles, Cross
5-1	Triangles, Triangles, Moon, Vertical Lines
6-1	Swirl, Maze, Cross, Triangles

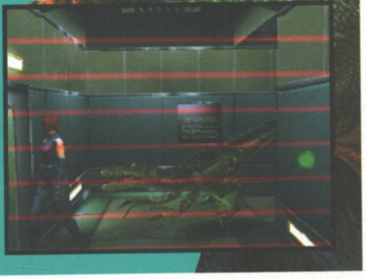
Dan Forton, Runcorn

PL

DINO CRISIS

- **Alternate costumes:** Successfully complete the game to unlock the Army and Battle costumes. Then you'll need to successfully complete the game a second time to unlock the Ancient costume.
- **Grenade Gun:** Successfully complete the game three times to view all the endings. The grenade gun with an unlimited supply of ammunition will be available at the start of the next game.
- **Operation Wipe Out mode:** Successfully complete the whole game without using any continues.

Jack Wilson, Burnley



SMALL SOLDIERS

LEVEL	PASSWORD
Gorgon	X, X, Triangle, Square, Square, X, Circle, X
Dimensional Temple	Square, X, Triangle, Square, Square, Square, Circle, X
Floating Fortress	Circle, X, Triangle, Square, Square, Circle, Circle, X
Spirit Bog	Triangle, X, Triangle, Square, Square, Triangle, Circle, X
Canyon Village	X, Square, Triangle, Square, Square, X, Triangle, X
Creepy Caverns	Square, Square, Triangle, Square, Square, Square, Triangle, X
Space Ship	Circle, Square, Triangle, Square, Square, Circle, Triangle, X
Hall Of Patriots	Triangle, Square, Triangle, Square, Square, Triangle, Triangle, X
Nuclear Mine	Square, Circle, Triangle, Square, Square, Square, X, Square
Launch Center	Circle, Circle, Triangle, Square, Square, Circle, X, Square
Ulhaden Fier	Triangle, Circle, Triangle, Square, Square, Triangle, X, Square
Garrison	X, Triangle, Triangle, Square, Square, X, Square, Square
Inner Sanctum	Square, Triangle, Triangle, Square, Square, Square, Square, Square

Michael Schofield, Bushey Heath

Bill Waters has some tasty cheats for us this issue. £10 for Bill – what a steal.

GRAND THEFT AUTO 2

- **Level select:** Enter ITSALLUP as a player name.
- **All weapons:** Enter NAVARONE as a player name.
- **No police:** Enter LOSEFEDS as a player name.
- **Extra money:** Enter MUCHCASH as a player name.
- **Unlimited energy:** Enter LIVELONG as a player name.
- **No police:** Enter LOSEFEDS as the player name.

- **Maximum wanted level:** Enter DESIRES as a player name.
- **5x multiplier:** Enter HIGHFIVE as the player name.

PULL-OUT POSTER

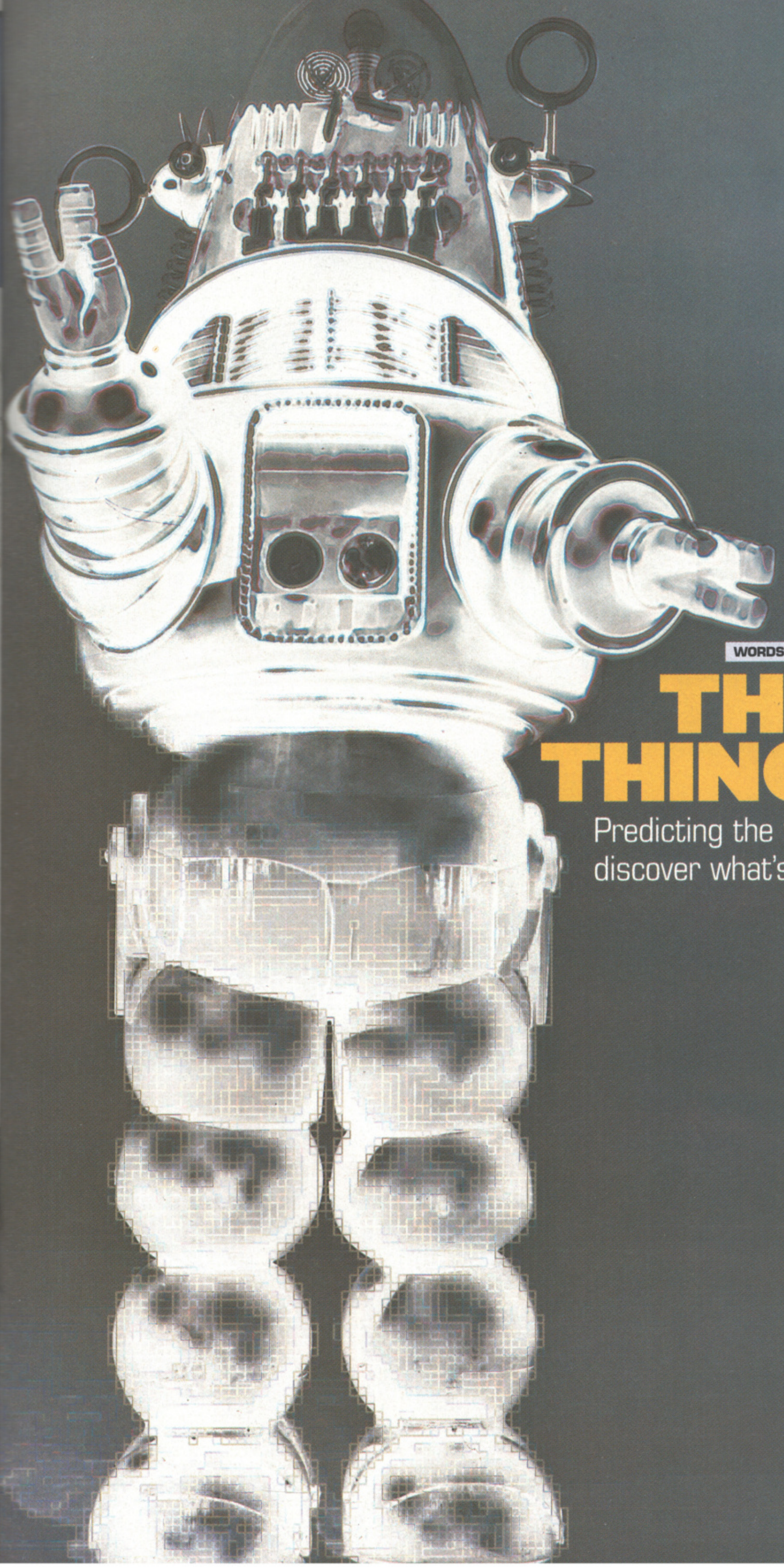
computer and video GAMES

MEDIEVIL II Dan Fortesque returns with new baddies to battle against. Out April 2000

The choice of the professionals

Revs
MAGAZINE

In the most excellent February issue of Revs
Subaru Impreza v Golf Mk3 GTI v Saxo VTR v BMW M3 ● Xsara VTS v 306 GTi-6 ● turbo Nova ● Nissan GTi-R ● 205 Mi16 ● RS Turbo ● Know Lots About Oil ● some bloke ski-ing down the road behind a boat (?) ● it's about cars, see, not tits
February issue on sale 1st January



WORDS & SCREENSHOTS: DEAN SCOTT & PAUL RIGBY **PICTURES:** VARIOUS

THE SHAPE OF THINGS TO COME

Predicting the future isn't easy. Over the next ten pages discover what's in store for gaming

Computer and Video Games has been around for 18 years. In that time we have seen fads come and go, and technologies tipped as the next big thing, crash and burn without a trace. So, there's no magazine better qualified to pick out the most exciting games and technologies of the next 12 months and beyond – and that's just what we've done.

If you want to know what your favourite game characters and franchises are up to next, you can find the answers here. If you want to know how gaming will change as we move into the new millennium, we can guide you. If you want to know what the big hardware companies have got planned, then you've come to the right place.

We've even looked at technology that's in development right now, and assessed how it might affect gaming in years to come. The future is almost here. Sit back and enjoy it...

WHAT NEXT FOR...

SONIC

Sega's relaxed attitude towards its mascot is highlighted in its willingness to allow him to appear on a non-Sega console. Sonic's storming Neo Geo Pocket debut is imminent, looking every bit as essential as the classic 16-bit incarnations. It's reported that Charles Bellfield of Sega America has confirmed that *Sonic Adventure 2* is in development for Dreamcast, which is exciting news for Dreamcast gamers. Creator, Sonic Team, has also finished a brilliant puzzle game called *Chu Chu Rocket* which is a likely UK release, as well as confirming the development of three other DC titles. Rumours are also rife that a sequel to the Saturn's showcase title, *NiGHTS*, will appear on DC.

TOMB RAIDER

Tomb Raider developer, Core, has a proud history as a Sega developer, struggling almost single-handedly to keep the Mega CD afloat. The Saturn version of the original *Tomb Raider* was the lead version, so you'd expect Sega to feature heavily in the bidding war when the exclusive rights to the franchise go up for grabs in 2000. Nintendo can rest easy in the knowledge that Lara's Game Boy Color debut will be March 2000, with Core intimating it could become a running series. Lara's Hollywood debut is slated for a summer 2000 release. Director Stephen Herek's previous credits include Bill and Ted's Excellent Adventure, and scriptwriter Steven de Souza wrote Street Fighter: The Movie.

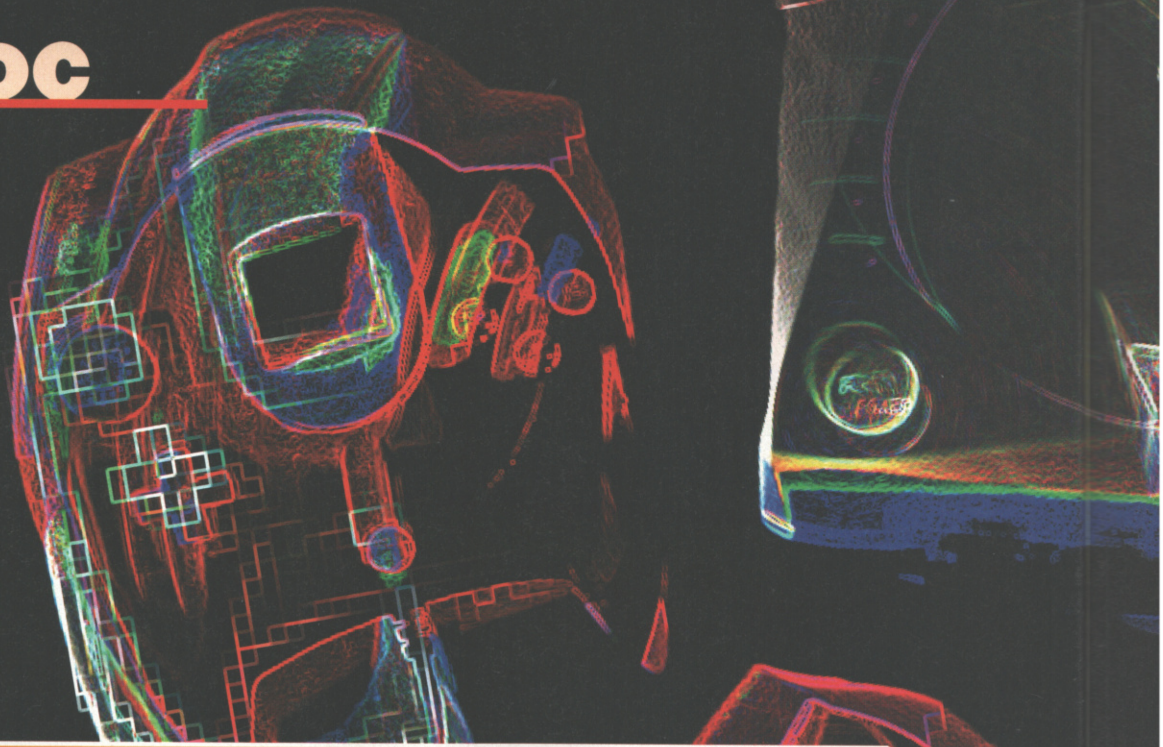
Sega drew first blood in the next-gen console war with the debut of Dreamcast

SEGA: THE FUTURE

The year 2000 could prove to be a make or break year for Sega. It launched Dreamcast in 1999 and quickly racked up record sales, but cynics are already writing off its chances to beat Sony's PlayStation 2. Sega's ace is the Net capabilities of the DC, and April 2000 has been cited as the time when multiplayer gaming will really take off on the format. With games like *Quake 3* and *Half-Life* heavily tipped for release, Sega can do itself a power of good by tapping into that existing reservoir of PC internet gamers, and market the DC as a quick way into the world of multiplayer internet gaming. We're already seeing a fantastic software line up, kicking off with *Virtua Striker 2* and following through with *Crazy Taxi* and *Shenmue*.

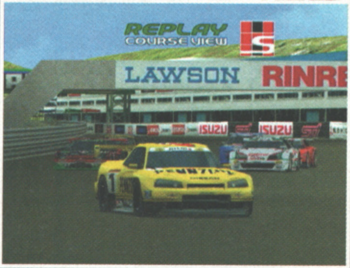
Sega will be busy in the arcades again, with a stream of killer titles as well as providing the next generation of DC games. Many gamers have pledged to hold off buying another console until the launch of the PS2, but the gulf in quality between Dreamcast and the existing PlayStation will prove a severe test of character.

DC

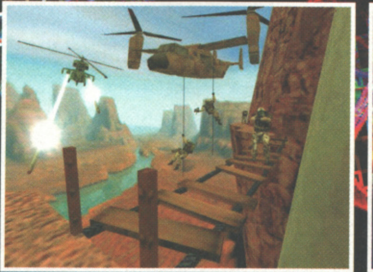


THE GAMES...

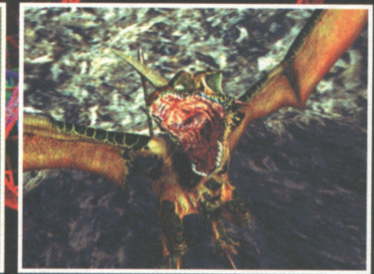
2000 is when we really start seeing the best from the DC. Classic arcade conversions and original titles boost the games line-up



GT: HOMOLOGATION SPECIAL: Sega's answer to *Gran Turismo* hits the UK in April. Graphics look stunning, and Sega has a good track record with racing games



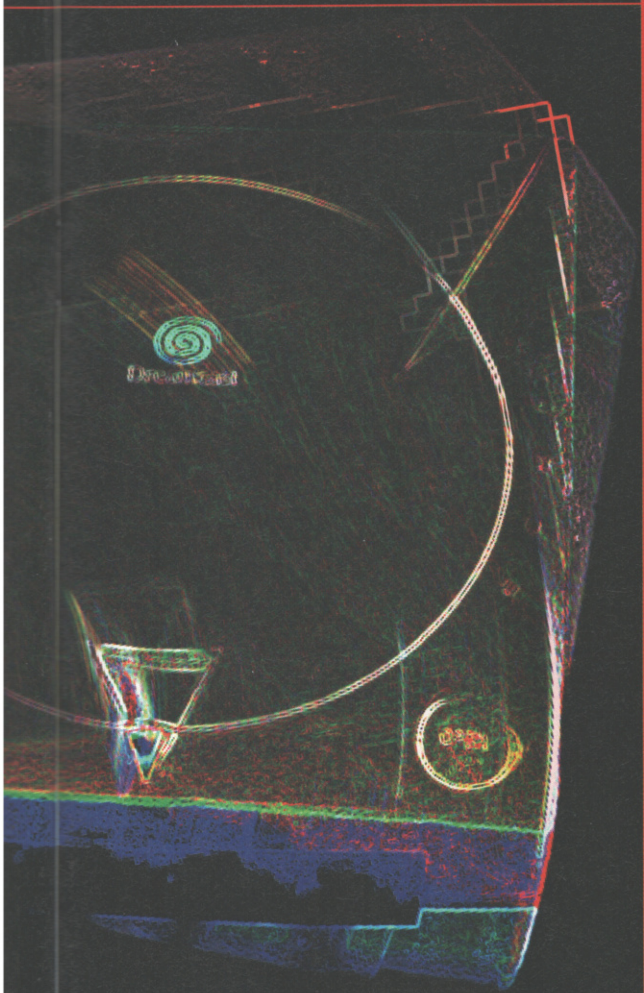
HALF-LIFE: Probably the finest PC game ever made, *Half-Life* is set to appear on the DC at the end of 2000. Full online capabilities will make it a must play



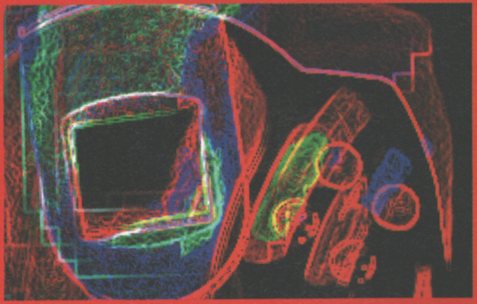
PHANTASY STAR: Gorgeous looking multiplayer RPG from the legendary Sonic Team. Expect to join the action at the end of 2000

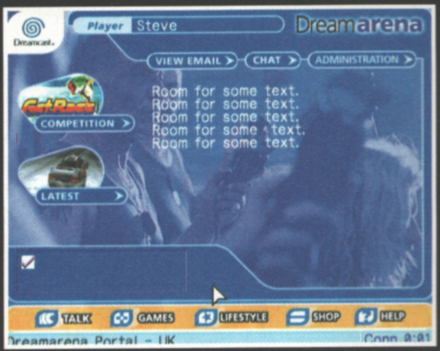
SHE
all t
vers

ast



INTERNET

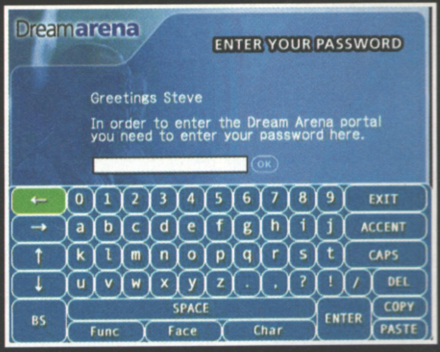




Player Steve

Room for some text.
Room for some text.
Room for some text.
Room for some text.
Room for some text.

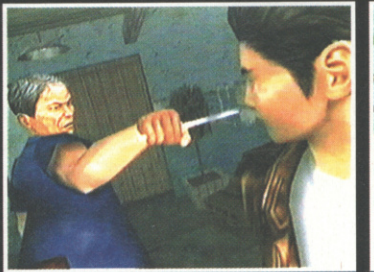
Dreamarena Portal - UK Conn 0:01



Greetings Steve

In order to enter the Dream Arena portal you need to enter your password here.

Despite some initial teething problems, DC owners all over the UK are now logged on to the Internet. Sega has confimed killer puzzle title *Chu Chu Rocket* will get the online treatment in the US, and UK gamers will probably join them later



SHENMUE: One of the most eagerly awaited games of all time has debuted in Japan. A fully translated version of Yu Suzuki's RPG should hit the UK in spring

SPACE CHANNEL 5: Super-bizzare game in which disco dancing Ulala saves the world from aliens. Expect lots of Austin Powers-style craziness

VIRTUAL ON: Stunning head-to-head shooter that went down a storm in the arcades. Japan and the US already have an ace conversion. UK release likely

IT WILL CHANGE...

WILL VIDEOGAMES KILL YOU?

In much the same way as the long-term effects of certain medical drugs can only be found out over time, the long-term effects of videogaming can only be guessed at now.

Let's clear up a few things. Videogames don't give you epilepsy, they just affect certain people in the same way that strobe lights do. And regarding claims that games make you a recluse, guess again. Internet gaming is helping players befriend people they would otherwise never have met, and games generally provide excellent ammo for discussion in the playground. As for mum whinging that you spend too much time in front of a TV with a joypad – surely interacting with what's happening on the screen is better than just vegetating in front of it. Games that promote puzzle-solving encourage the same sort of thinking in real-life situations. Long term damage? You might strain your eyes if you sit too close, and repeated *Track and Field* sessions can leave you with friction burns. Big deal.

GAMES WILL GET MORE EXPENSIVE

We'd all love videogames to drop in price. That way we could afford to buy even more. But watchdogs bemoaning the 'extortionate' cost of videogames today should try to get a little perspective. Back in the early- to mid-90s the 16-bit consoles ruled the roost. People are moaning that *Donkey Kong 64* costs £60. But cast your mind back to *StarWing* and *Donkey Kong Country* on the SNES. Both of these games cost £50-60 each. PS games retail for around £30; even this is a saving over the 16-bit days.

You'd be right in thinking that the more people who buy a game the cheaper it can be sold, but this has to be offset against spiralling production costs for the latest software. Inflation dictates that goods naturally become more expensive, and videogames haven't really changed in price for five years. Assuming you play and finish a PlayStation game in 30 hours, it has cost you a pound an hour.

WHAT NEXT FOR...

WIPEOUT

The original *Wipeout* blasted the Playstation into the mainstream consciousness, boasting fantastic visuals and a thrillingly contemporary soundtrack. Some analysts even dared remark that it made videogames appear 'cool' to the average person on the street. Two further instalments appeared on PlayStation, and even the Saturn and N64 got in on the act. A PlayStation 2 version looks inevitable, even if Sony is refusing to confirm or deny that it's in the works. It all makes perfect sense, though: the PlayStation 2 doesn't need quite the same boost to capture the public's imagination, what it will need is a showcase of the speed and power of its new machine. Throwing super-fast spaceships around gorgeously futuristic tracks with a soundtrack to die for, could be the ultimate trailer for PS2.

GRAN TURISMO

The original *GT* sold in excess of seven million units world-wide, and *GT2* will be available in the UK from February. PlayStation 2 has a variant in production called *Gran Turismo 2000* and this has been in side-by-side development with *GT2*. Programmer, Polyphony Digital, is saying *GT 2000* is more of a special edition than a standalone title, but when you see the *GT2* intro movie (indicative of PS2's graphics – see p18) you'll be slobbering at the mouth. *GT3* will be the first 'true' PS2 *GT* game, and won't appear before 2002. Polyphony Digital is also looking at designing a special controller for that game, to give the best possible impression of driving a car.

Sony is launching PlayStation 2 this year. It could change gaming forever...

PS: THE FUTURE

Let's start with what you know. Despite the impending launch of the PS2, 2000 is likely to be a strong year for PlayStation games. Programmers are pushing the technology to its limits, and if *Gran Turismo 2* hasn't convinced you there's life in the old dog yet, how about a new *Colin McRae Rally* game, *Driver 2*, *Time Crisis Alpha* and *Syphon Filter 2*.

The big event for Sony this year occurs on 4th March, when the world's most eagerly anticipated console goes on sale.

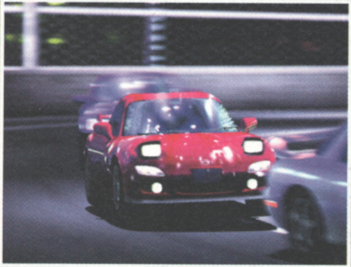
Konami has confirmed that an *ISS* game will ship as a launch title in Japan, and there are a number of other titles which Sony is keeping under wraps. The PlayStation 2 will out-power anything currently available, and run off CDs and DVDs. The trademark controller survives, but this time all the buttons are analogue allowing for greater gameplay precision. From the game demos and screenshots that have been issued, it's clear PS2 will be an awesomely powerful machine. The 70 million PlayStation owners out there are counting down the days until its launch.

PS2

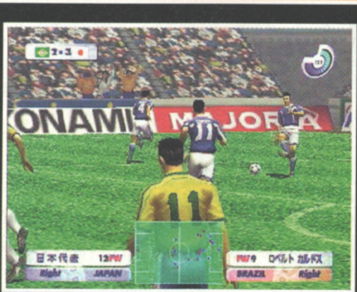
Don't think that Sony is content to rest on its laurels with PS2. Sony's research team has already announced that a third PlayStation is in development, although still some years off. The boffins are saying it will be at least 1,000 times more powerful than PS2 – right now it's difficult to imagine just how good that's going to look.

THE GAMES...

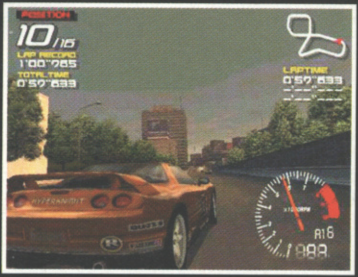
PlayStation 2 has got everyone talking, and the current PlayStation will also see some more killer releases. The future looks bright



GRAN TURISMO 2000: Sony has warned us not to expect this to be a great leap from *GT2*. Stunning graphics and effects, and a late-2000 UK release

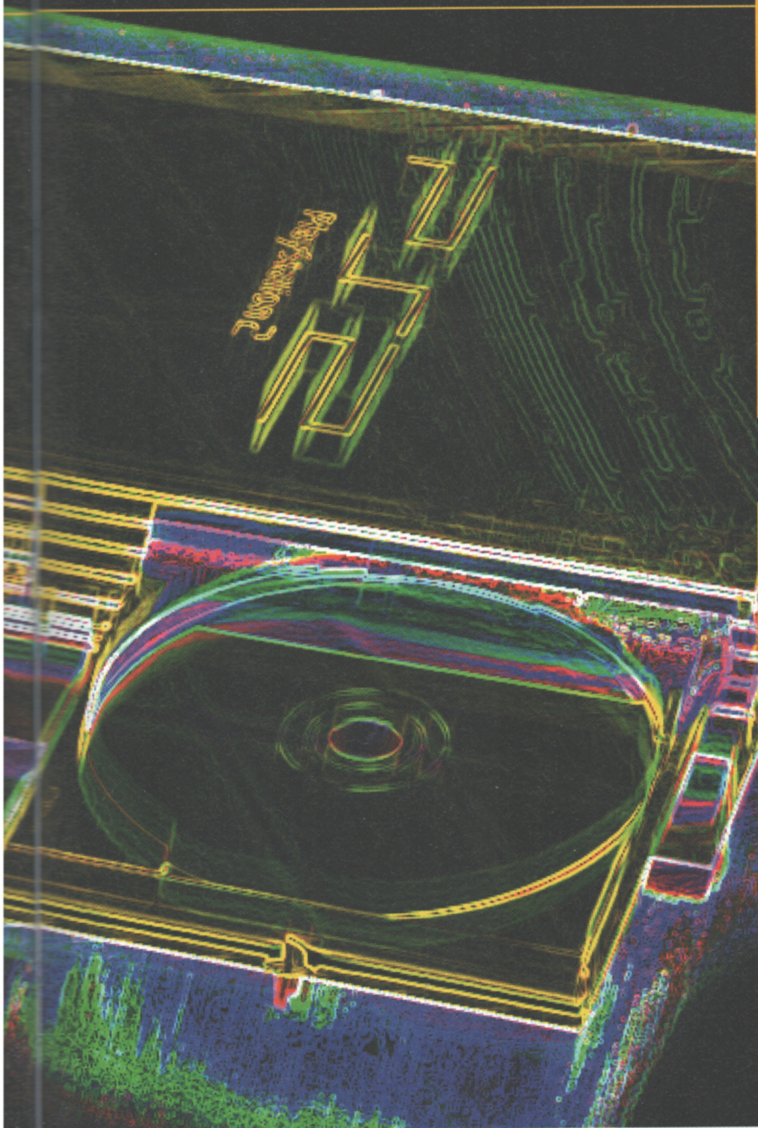


INTERNATIONAL SUPERSTAR SOCCER: Already confirmed as a launch title, Konami's game will have footie fans queuing round the block when PS2 hits



RIDGE RACER 5: Frantic arcade racing that acts as a blistering counterpoint to *GT 2000's* simulated loveliness. A release date hasn't yet been confirmed

TEKKEN
continu
to snat

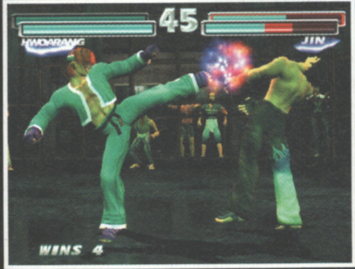


PLAYSTATION

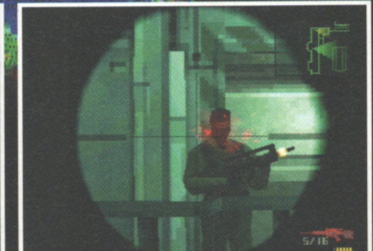
We will see PS technology pushed to its limits with games like *Gran Turismo 2*, and if that doesn't convince maybe these will: *Colin McRae Rally* game; *Driver 2; Time Crisis Alpha;* and *Syphon Filter 2.*

POCKETSTATION

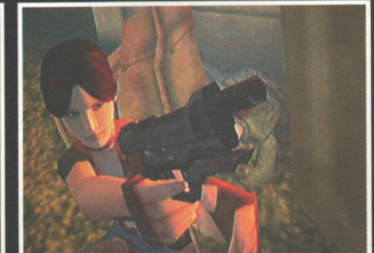
The Dreamcast's Visual Memory Unit has been well received by gamers, but Sony is still refusing to give the UK its PS equivalent.



TEKKEN TAG TOURNAMENT: Fantastic looking fighter continues the PlayStation *Tekken* heritage. Expected to snatch *Soul Calibur's* 'best fighter' crown



METAL GEAR SOLID 2: Konami has confirmed that a sequel to the awesome PS game is in the works. A 2000 release looks unlikely, but it's worth waiting for



RESIDENT EVIL 4: Capcom's survival horror series is set to continue into the new millennium on PS2. Enhanced graphics should make it the scariest *RE* yet

IT WILL CHANGE...

MOBILE PHONES BECOME A BIG THREAT

When the CEO of PlayStation announced at the unveiling of PS2 that the console's major competitor was mobile phones, we all laughed. He wasn't joking. Mobile phones were in greater demand in the UK than games consoles for Christmas 1999. The outlay for a decent phone is similar to that of a PlayStation, and phone bills alone could easily account for the money you would have spent on software each month. With internet-ready mobile phones already available, it's only a matter of time before consumers start demanding that their full-colour mobile phone display gets to play some serious games. Nintendo has recognised the threat, and its upcoming Game Boy Advance links with a cellular phone to download files from the internet. This technology is likely to be used to enhance next-gen *Pokémon*.

VIDEOGAMES BECOME MORE IMPORTANT THAN MOVIES

Videogaming has been condemned as a passing fad for consumers aged 20-plus. The suggestion that games would become bigger than movies seemed absurd in the 80s, but the 90s have seen the prophecy come true. 1994 wasn't a particularly great year for games, but the industry still grossed more than the film industry, despite Four Weddings and a Funeral, Schindler's List, The Lion King, Speed and Forrest Gump. Hollywood had to sit up and take notice, and began signing-up videogaming's big franchises for movies. The *Tomb Raider* and *Final Fantasy* movies are expected to premiere this year and Pokémon: The First Movie grossed over $50million in its first weekend in the US, shattering the record for an animated movie (previously held by A Bug's Life). Movie stars are rushing to be motion captured for games (Bruce Willis in *Apocalypse*, being one example), and the creators of The Matrix have talked to *Metal Gear Solid* guru Hideo Kojima about PS2 games based on Matrix sequels.

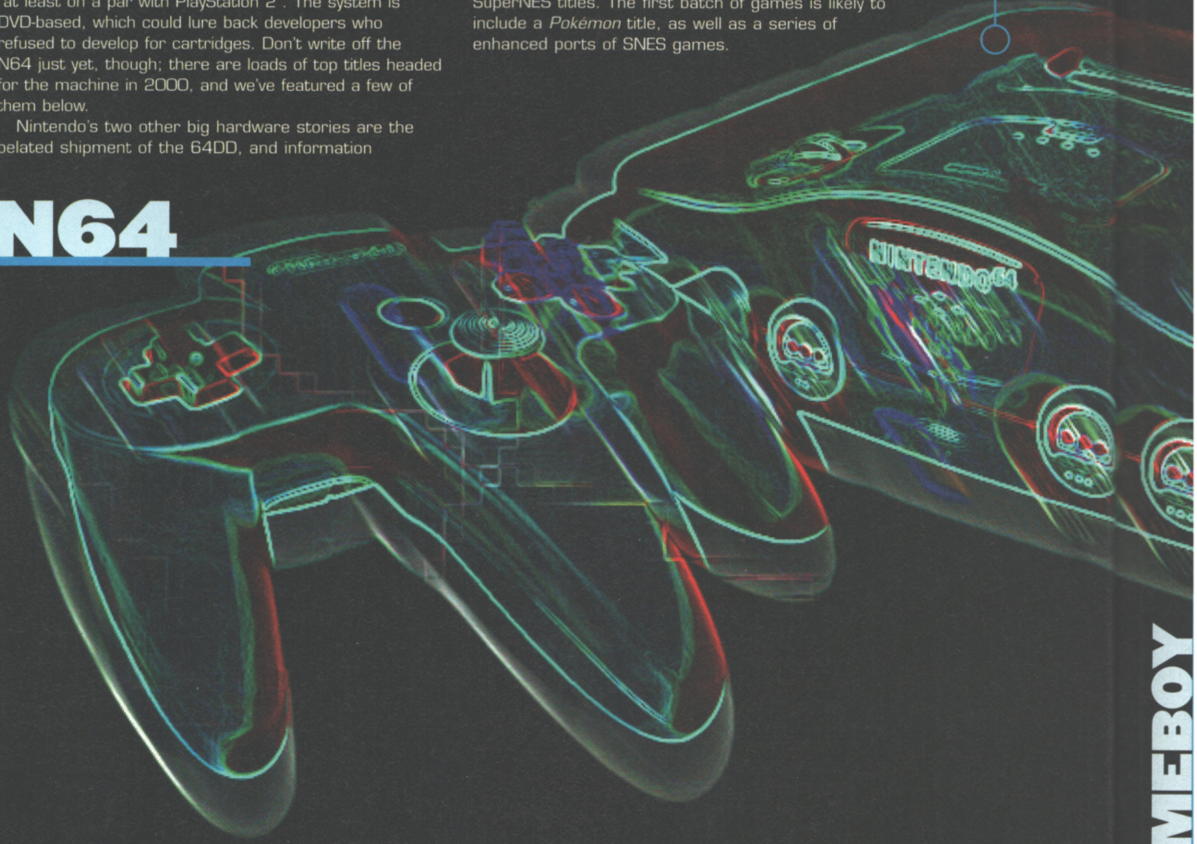
Don't dare write off the big N – 2000 really could be its year

NINTENDO: THE FUTURE

If the latest reports from Japan are to be believed, Nintendo has three major hardware launches planned for 2000. The successor to the N64 – provisionally titled Project Dolphin – has been slated for a late-2000 release by Nintendo. It has also released technician specifications, and is claiming performance "at least on a par with PlayStation 2". The system is DVD-based, which could lure back developers who refused to develop for cartridges. Don't write off the N64 just yet, though; there are loads of top titles headed for the machine in 2000, and we've featured a few of them below.

Nintendo's two other big hardware stories are the belated shipment of the 64DD, and information regarding the next Game Boy. Called Game Boy Advance, it's expected to be on sale worldwide by the end of 2000, and out in Japan six months earlier. The console is arranged horizontally rather than its traditional vertical configuration. It's a 32-bit machine, and graphics are said to be at least as good as the top SuperNES titles. The first batch of games is likely to include a *Pokémon* title, as well as a series of enhanced ports of SNES games.

N64



WHAT NEXT FOR...

POKEMON

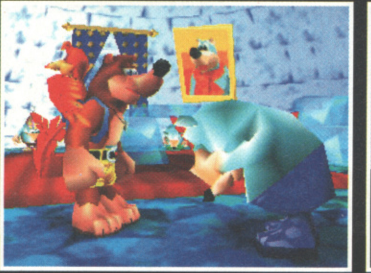
The phenomenally successful *Pokémon* series is set to continue into the 21st century. Christmas 1999 saw *Pokémon Silver* and *Gold* unleashed in Japan, with a UK release inevitable. Even more exciting news for Pokémaniacs is that a version is almost certain to launch with the upcoming Game Boy Advance console. This 32-bit handheld will be able to download files from the net using a mobile phone, so intercontinental battling is a possibility. *Pokémon* is set to make the whole world its playground. Given the popularity of the franchise, we're inclined to believe rumours that a 3D *Pokémon*-based title will appear on Nintendo's next generation Dolphin machine.

MARIO

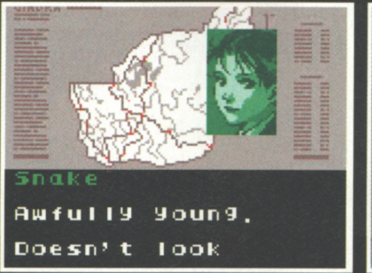
Nintendo's most recognisable face has been unusually quiet of late. Speculation about a second N64 adventure has fallen silent, and the game's creator Shigeru Miyamoto is already talking about the next outing being on the Dolphin console. Mario games have traditionally shipped as launch games for Nintendo, starting with *Super Mario Brothers* on the NES, through *Super Mario World* on the SNES and so on. Nintendo's assertion that Game Boy Advance will handle at least SNES-quality graphics makes the latter title a candidate for a launch conversion. That's not a bad thing since many gamers see *Mario World* as the apex of 2D platform games.

THE GAMES...

Game Boy is getting some of its biggest releases ever, and N64 is due some all-time classic games. Nintendo gamers can rejoice



BANJO TOOIE: Second instalment in the *Banjo Kazooie* series blasts on to the N64 in autumn, courtesy of super-developer, Rare

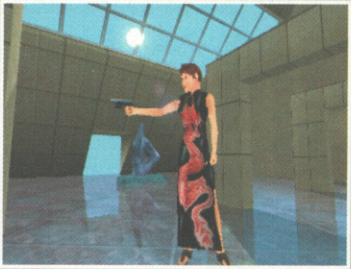


Snake

Awfully young.

Doesn't look

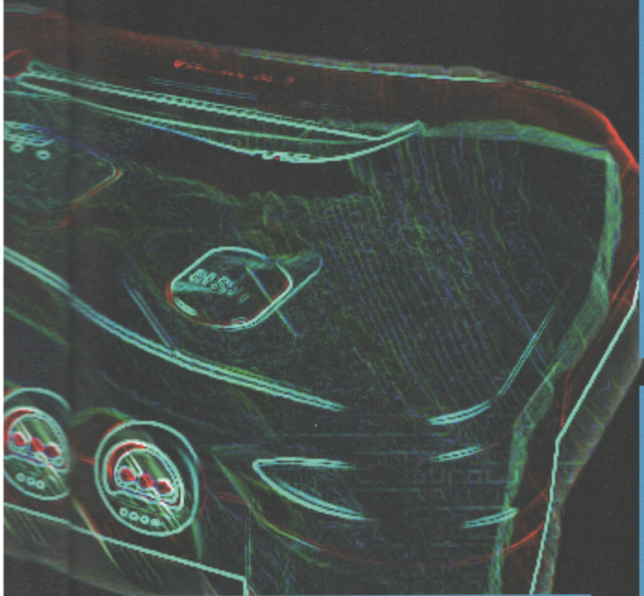
METAL GEAR GHOST BABEL: Solid Snake hits the Game Boy. A new adventure, with 13 missions, 180 VR stages and a May 2000 release date



PERFECT DARK: The eagerly anticipated *Goldeneye* semi-sequel should finally hit the UK in April. Should be even better than CVG readers' favourite game ever

POKEM
roam a
A huge

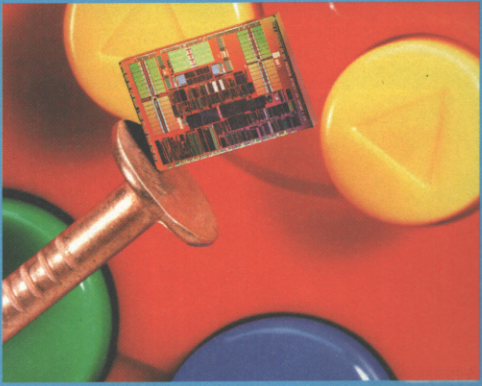
GAMEBOY



N64 DD

The long-delayed 64DD shipped in Japan in December 1999. It's basically a disc drive add-on for the N64 console, which allows you to load disc games, or buy discs to expand existing games. Most interesting of the launch was an *F-Zero* add-on, which featured new courses as well as a track editor. Nintendo is undecided over launching the system outside of Japan.

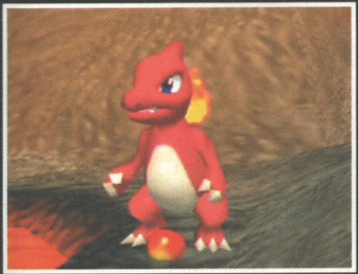
DOLPHIN



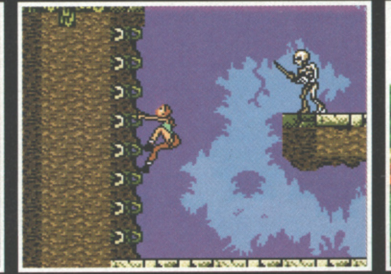
We could bore you with a long line of facts and figures, but we'd prefer to show you something cool. The main processor in the Dolphin (we expect this name to be changed before it launches) is called Gekko, and it's about half the size of your thumbnail. How cool is that?

GAMEBOY

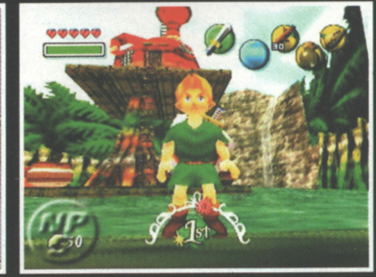
Game Boy will be replaced by Nintendo in 2000 after a glorious ten-year reign as the king of the handhelds. Its 32-bit successor will launch in Japan just after PlayStation 2, and might prove an unlikely rival for Sony's new machine.



POKEMON SNAP: All-new N64 *Pokémon* title. You roam around trying to get photos of every monster. A huge following will see it hit big in March



TOMB RAIDER: Lara explores new territory in her Game Boy debut. With movements translated from the smash PS versions, it should be a classic



ZELDA GAIDEN: New *Zelda* game which expands on Link's quest for *Ocarina Of Time*. Gamers will be counting the seconds until its end-of-year release

IT WILL CHANGE...

NO NEW GAMES AFTER 2006

Take a look around in your local games emporium. Hundreds of games in sparkly boxes. It's great. Now find me three original titles. I realise you can find me four *Tomb Raider* games, and lots of old retro games polished up for a 90s re-release, but find me something new. You can't. Sequels sell, and that's fine. Out of ideas? Rehash an old game. Nice work. A few years down the line and software companies will be struggling. Lara Croft will have discovered every artefact in the world and will have resorted to 'discovering' buried ten pence pieces in her garden with a metal detector. If games companies don't start taking risks on new ideas, people will stop buying games. Videogames will die, and we'll all have to go back to singing 'ring around the roses' with granny instead of hitting some hardcore gaming action. Yes, we're being deliberately bleak here, but you get the idea. The future of games is not in remaking its past.

GAMES WILL GET SMARTER THAN YOU ARE

As much as games companies tell you how smart the characters in their games are, they're not. Video game characters are thick as dirt. Sure, they can snipe you from a tall building, but that's simple stuff. The AI works like this: can I see the player? Yes. Do I have a gun? Yes. Then I'll shoot the player.

Games in the future will boast far more sophisticated AI systems that give computer-controlled opponents more human traits. Most likely to benefit are sport games, where you most notice automated behaviour in non-player characters. Ever berated a striker for making a dumb run in *ISS*? Pretty soon those guys will be learning to adapt their play to your tactics. Characters on your team in first-person shooters might get panicked when the odds are stacked against them. Roleplaying games won't just be about clicking on one of four lines of text and getting a predetermined response. You really won't be able to predict what will happen next.

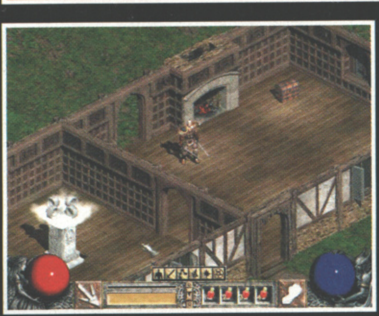
It's not just about the big three console players, you know…

PC: THE FUTURE

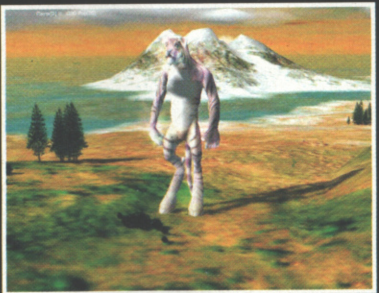
The PC has gone from being a machine on which your dad used to do his accounts once a month, to the most cutting-edge games machine on the planet. PCs get faster and more powerful all the time, and you can predict with certainty that this will continue to be the case. Current top-end PCs run at around 500-600MHz, but chip giant Intel has already announced it has a 1000MHz waiting in the wings. That's a seriously fast processor and something consoles will find hard to match.

THE GAMES...

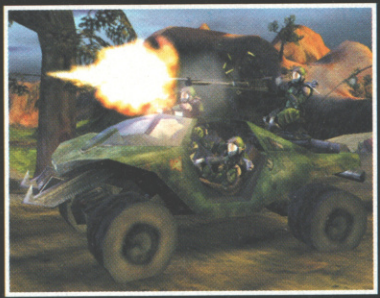
PC gaming continues to break new ground, and the biggest thrills are online in 2000



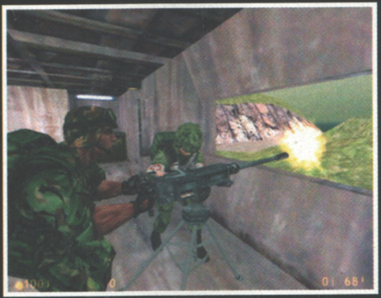
DIABLO 2: Sequel to a much-underrated strategy RPG will prove popular with its innovate action/RPG mix



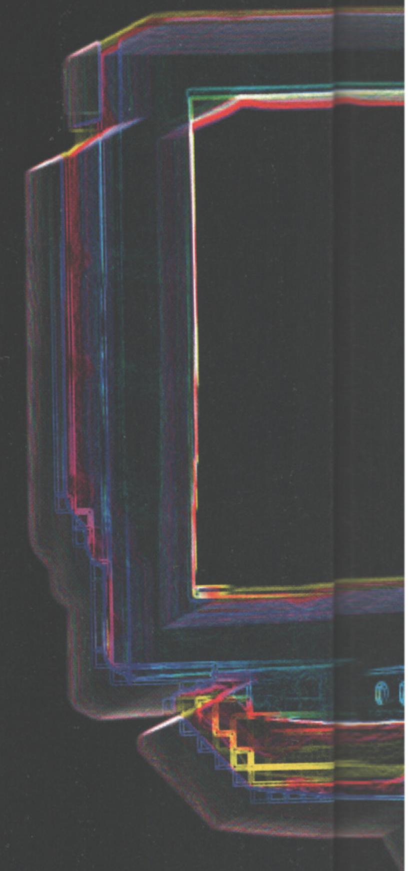
BLACK AND WHITE: Long-delayed strategy gem will finally allow you to play god in spring of this year



HALO: Multiplayer gaming had better brace itself for the biggest impact since *Quake 3*. Out in the autumn



TEAM FORTRESS 2: Completes the holy trinity of death-match games. A *Half-Life* sequel is also coming soon



OTHERS: THE FUTURE

NEO GEO

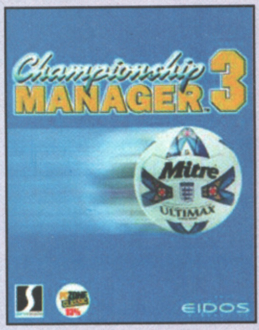
SNK's entry into the handheld market was refreshingly successful in 1999, with its Neo Geo Pocket Colour holding its own in the face of the all-conquering Game Boy Color. This is good news, since the Neo Geo offers a completely different gaming experience to Nintendo's legend, and even better news is that SNK is beavering away at a 32-bit replacement. Details are scarce at this time, but the project is definitely in the works, although unlikely to appear before 2001.

COLOR
NEOGEO POCKET

SNK's Nee Geo Pocket Colour launched with a fantastic range of colour games. A worthy alternative to Game Boy Color

WHAT NEXT FOR...

CHAMPIONSHIP MANAGER

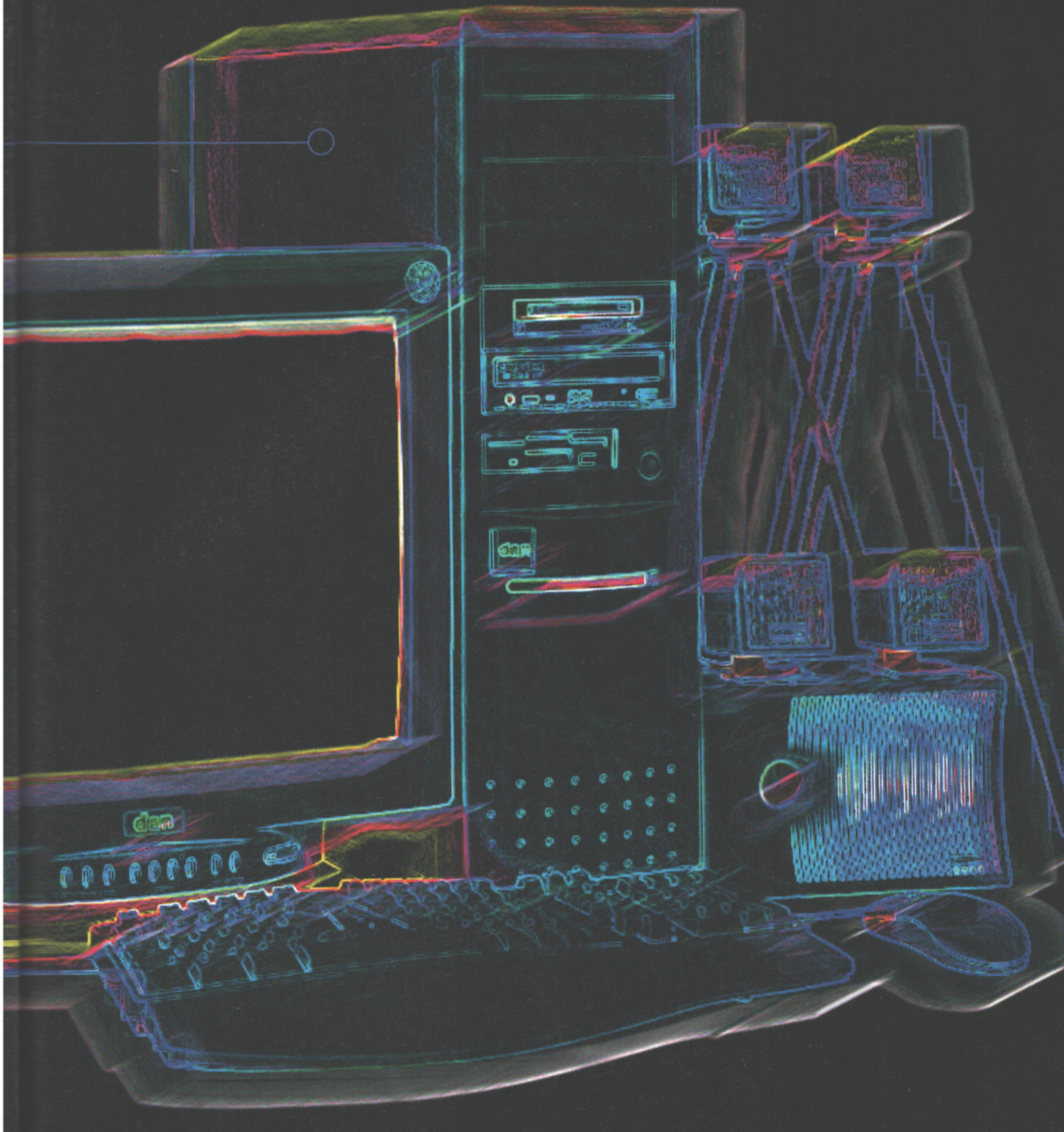


Championship Manager 3 broke sales records in the UK, shifting 55,000 units in the first week alone. Co-creator Paul Collyer told us the series would continue as long as it kept selling, and hinted at a new direction for the series. "We're seriously looking at an online element for the next instalment in the series. The success of Fantasy Football in the newspapers tells us this is the way forward," he said. Can you imagine playing matches on Saturday and Wednesday, just like in real life? Awesome. "A true 3D representation of events on the pitch is way off," he added. "We've yet to see a 3D engine that could do it proper justice."

QUAKE

QUAKE
ARENA

By the time you read this, *Quake 3* will have taken over the world. The rumour mill quickly began to churn, and id Software CEO Todd Hollenshead was quick to respond to murmuring about a Dreamcast version. "We've been in discussion with Sega and Activision for months, and we've done some preliminary analysis on the capabilities of the console and believe it could be a great port of the game." If a version does appear, compatibility with the existing PC *Quake* fraternity could seal its success. As for a bonafide PC sequel to *Quake 3* – don't count on it. Developer id would have the final say, and it's notable in the industry for passing up the opportunity to make a quick buck, preferring to make truly groundbreaking titles.



IT WILL CHANGE...

ONLINE GAMING ROCKS THE UK

You can connect to the internet and frag lots of sad Americans right now, but you probably won't. The reason? Local phone calls in the UK cost money. It's free in the States. That should all change in the next year, with a bit of luck. E-commerce minister Patricia Hewitt believes call tariffs are stifling the growth of e-commerce in the UK. What does that mean for you? Well, if the Government decides to pressure telecoms companies into dropping local call charges so our electronic business men can get rich faster, we'll be able to exploit the system to play *Unreal Tournament* all day. For free.

British Telecom seems resigned to this eventuality, and has recently unveiled a flat-rate charge for unmetered internet access. At the top of the scale £34.99 per month buys you unlimited access 24/7, whereas £6.99 a month lets you play all weekend and at off-peak times. Free Net access will change the way we look at games. Internet-only games won't seem like the elitist skank they were, and net deathmatches will become a reality for everyone. By the time it happens, Dreamcast and PlayStation 2 will be offering full online gaming capacity, and we'll be taking full advantage of it.

YOU'LL NEVER VISIT A GAMES SHOP AGAIN

Most of us still make the pilgrimage to the games shop of a weekend to check out the titles on offer. Some people get their games mail order, but you still have to wait a day or two for the postie to drop them off. In future, this will all change. When modem speeds increase, people will be able to download the latest software direct to their system through a data line. Sega is already distributing Megadrive and PC engine games direct to DC owners through a modem for around a pound apiece. Sony has committed to the electronic distribution of data with the PS2. A shiny CD and a nice box incur production time and costs. Wouldn't you rather just pay for the game?

X-BOX

No PC technology would be complete without mentioning Microsoft's long rumoured X-Box console. Microsoft has refused to confirm that the machine exists, but the latest industry rumours suggest an announcement is imminent for the early part of 2000. What the console boils down to is a top-spec PC and hard drive inside a small user-friendly unit. It's expected to be compatible with existing PC software.

The exact styling and dimensions of the X-Box are a closely-guarded secret

As imagined by CVG and lots of hardworking scientists...

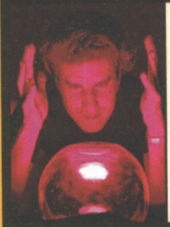
OUT OF THIS WORLD: THE FAR OFF FUTURE

The funniest thing about the future is that no one can even get close to predicting what will happen. The view in the 60s was that by the year 2000 we'd all be flying around in spaceships and have robot maids to hoover the living room. Real world technology has failed to meet expectations. Games technology has progressed exceptionally rapidly. *Pong* debuted on our home screens in 1974, and no one could have dreamt that 25 years later videogames would be bigger than the movies.

WHAT WE SEE: IN THE FUTURE

We let the CVG panel of experts – some more so than others – look into the games crystal ball and give us their vision for the future of games and gaming.

PAUL'S VIEW



Games technology now is obsessed with one console being more powerful than the one that went before it. The future won't be about which machine has the best graphics, but who is providing the most original ideas for us to experience.

DEAN'S VIEW

The technology race will continue, then it will stop dead. Games designers will discover a technological nirvana in which they're limited only by their imagination. That's when we'll start seeing what games are really about.

MATT'S VIEW

Games are already moving towards providing people with an experience rather than just a passive form of leisure. Jumps in technology will make the past ten year's development seem like nothing compared to what happens in the next ten.

PETER'S VIEW

Any remaining stigma attached to gaming will disappear, forever. Single-player games will become scarcer, as multiplayer games – online and otherwise – become a totally accepted means of social interaction.

LEE'S VIEW

Total immersion videogames will become a reality, and the VR headsets we laughed at in the early 90s will return in a modified form. The logical next step is to immerse the user in the game, rather than sit at a computer screen.

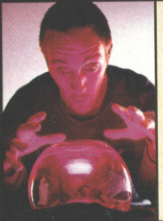
TONY'S VIEW

Gaming is heading for a single format, with the standard likely to be set by Sony. It demonstrated an understanding of the market that went beyond making great games, and everyone else will concentrate on making software.

NICOLA'S VIEW

The internet will become as essential to people's lives as television. Free local calls will help online games cross over from being a minority concern in the UK to becoming the standard gaming format. Single-player gaming is about to die.

DAN'S VIEW



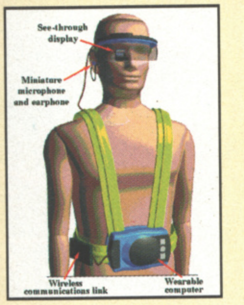
The future is all about lager. And Southern Comfort with two cubes of ice.

SCIENCE'S VIEW

3D

Massachusetts Institute of Technology in the US is pioneering a revolutionary display device called 'The Active Contact Lens'. Wearing it will allow images to be directly projected on to the front of your eye, eliminating problems of eyestrain. Lightweight VR goggles are also in development, banishing the memory of those grotesque and nauseating headsets of the early 90s. Both these technologies would allow for computer images to be mixed in with real-life surroundings, perhaps allowing you a *Resident Evil*-type experience in your own home.

WEARABLE COMPUTERS

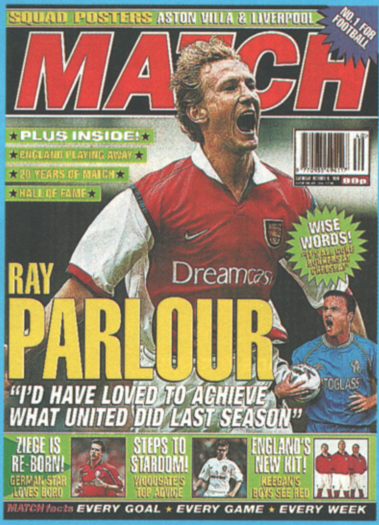

See-through display
Miniature microphone and earphone
Wireless communications link
Wearable computer

The problem with using a mouse and keyboard to play a game like *Quake 3* is that the interface removes you from the action, despite the first-person setting. Development is continuing on hand sensors that allow you to feel the heat from the barrel of a rocket launcher, or feel the blast of a grenade. Head sensors would be used to manipulate your viewpoint, immersing you more into the action than ever before. A full, wearable interface is the ultimate aim and is only a few years away.

TO COME

Perhaps the ultimate vision of a far-off videogame future is the Star Trek holodeck. It can simulate an environment to utterly fool the person inside it. This total immersion experience is perhaps the dream future of the videogame – no clunky headset, no joystick, just jumping into a game and literally running for your life. Sci-fi series Red Dwarf hinted at a similar future with its Total Immersion Videogame. The computer was linked directly into the player's brain, and they lost all perception of reality. Would you want to live in *Quake* forever?

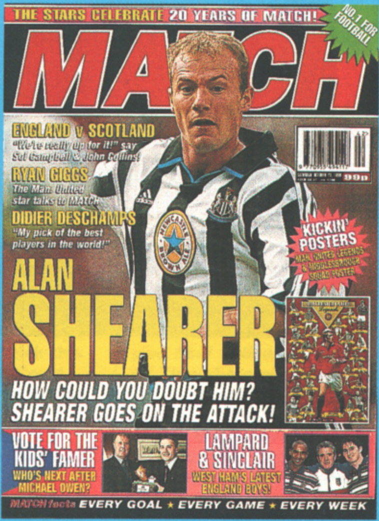
what do you get in the UK's biggest selling football magazine that you don't get anywhere else?


SQUAD POSTERS ASTON VILLA & LIVERPOOL
NO.1 FOR FOOTBALL
MATCH
PLUS INSIDE!
ENGLAND PLAYING AWAY
20 YEARS OF MATCH
HALL OF FAME
WISE WORDS!
RAY PARLOUR
"I'D HAVE LOVED TO ACHIEVE WHAT UNITED DID LAST SEASON"
ZIEGE IS RE-BORN!
GERMAN STAR LOVES BORO
STEPS TO STARDOM!
WOODGATE'S TOP ADVICE
ENGLAND'S NEW KIT!
KEEGAN'S BOYS SEE RED
MATCH facts EVERY GOAL ★ EVERY GAME ★ EVERY WEEK

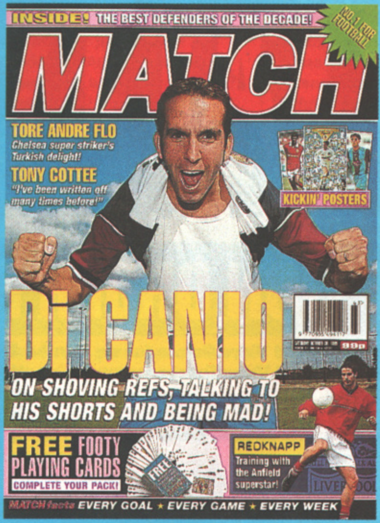
THE BEST RESULTS SERVICE

SQUAD POSTERS ARSENAL & EVERTON
NO.1 FOR FOOTBALL
MATCH
CHAMPIONS LEAGUE
OUR VERDICT ON ALL THE BRITS IN EUROPE!
LIVING LIFE IN THE FAST LANE WITH ENGLAND'S BIGGEST STAR!
MICHAEL OWEN
SHAKA HISLOP!
A VERY HAPPY HAMMER
THE STARS CLOSE UP!
HOW TO SEE YOUR TEAM TRAIN
SUPER KEV CAMPBELL
EVERTON'S NEWEST HERO!
MATCH BRITAIN'S BIGGEST-SELLING FOOTBALL MAGAZINE!

THE BEST POSTERS


THE STARS CELEBRATE 20 YEARS OF MATCH!
NO.1 FOR FOOTBALL
MATCH
ENGLAND v SCOTLAND
RYAN GIGGS
DIDIER DESCHAMPS
KICKIN' POSTERS
ALAN SHEARER
HOW COULD YOU DOUBT HIM? SHEARER GOES ON THE ATTACK!
VOTE FOR THE KIDS' FAMER
WHO'S NEXT AFTER MICHAEL OWEN?
LAMPARD & SINCLAIR
WEST HAM'S LATEST ENGLAND BOYS!
MATCH facts EVERY GOAL ★ EVERY GAME ★ EVERY WEEK

THE BEST COMPETITIONS


INSIDE! THE BEST DEFENDERS OF THE DECADE!
NO.1 FOR FOOTBALL
MATCH
TORE ANDRE FLO
TONY COTTEE
KICKIN' POSTERS
Di CANIO
ON SHOVING REFS, TALKING TO HIS SHORTS AND BEING MAD!
FREE FOOTY PLAYING CARDS
COMPLETE YOUR PACK!
REDKNAPP
MATCH facts EVERY GOAL ★ EVERY GAME ★ EVERY WEEK

THE BEST STARS

MATCH IT'S SIMPLY THE BEST!

↖ on sale every Tuesday, and it's only 99p!

SUBSCRIBE

computer and video
GAMES
ISSUE 219
The world's Original games mag
9 770261 369109 02
£1.99
DK64
12-page players' guide. Be an expert this weekend
THE FUTURE OF GAMING
What will you be playing in 2000 and beyond?
CRAZY TAXI
Dreamcast's best game?
POKEMON
Gold, Silver & Stadium: Gotta play 'em all
LOOK! UNDER HERE
QUAKE 3 ARENA
FRAG YOU FATTY

SUBSCRIBE TO computer and video GAMES

AND GET...

2 FREE ISSUES £5 VIRGIN VOUCHER FREE DELIVERY

LOADS FOR FREE
Subscribe for just 12 months and you'll only pay for 10 issues, getting two more for free. Plus, you'll get a very handy £5 voucher to spend at Virgin on whatever you like. If you subscribe for six months you still get a good deal; for the price of five issues you'll get the sixth one free. But that's not all...

DELIVERED TO YOUR DOOR
With both deals we'll even bring the magazine right to your door every month. Now you don't even have to visit the newsagent.

BEFORE IT'S IN THE SHOPS
In most cases you'll get Computer and Video Games before it's in the shops. Which means you get to read about the best games before anyone else.

IT'S SO EASY
All you've got to do is decide if you want to subscribe for six or 12 months, then fill in the form below, include the payment and send it off. Or you can pay by credit card if you prefer. It's that easy to save money.

SUBSCRIPTION ORDER FORM

Simply fill in this coupon and return with payment to: Computer and Video Games, Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA.

☐ **I wish to subscribe to Computer and Video Games for six months @ £9.95**
☐ **I wish to subscribe to Computer and Video Games for twelve months @ £19.90 and get a FREE Virgin voucher**

I enclose a cheque/postal order made payable Emap Active Ltd for

£

Please debit my Access/Visa/Mastercard

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date:

Source Code CI01

Signature:

Offer Code TBC

Date:

Offer ends 16th February 2000

NAME ....

ADDRESS ....

.... **POSTCODE** ....

TELEPHONE ....

DATE OF BIRTH ....

SIGNED ....

(Parents or guardians signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Active please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

Credit Card Hotline 01858 438 825

Lines are open from 8.30am to 9pm Monday to Friday and 10am to

computer and video GAMES

mailbag

YOUR LETTERS

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or e-mail us at: mailbag.cvg@ecm.emap.com

STAR LETTER
TOILET WATER

I have a question for you. In the feature Mad For It (Issue 217) where you gave away a Dreamcast, did Computer and Video Games team member Dan really drink the water out of the toilet bowl? If he did, was it his own toilet, did he catch any nasty diseases, how long was his stay in hospital and does he have a girlfriend. I bet he doesn't any more.
Charlie, Cambridge
Dan said it tasted lovely. We don't recommend it, not even if you flush twice. Dan is immune to disease and his girlfriend hasn't seen this picture. Yet.

"I do poos this big, every day"

SPOOKY

On Halloween me and my brothers, (plus our mate Luke), went trick or treating, but instead of going as run-of-the-mill monsters, we went as game characters. Luke and I went as zombies from *Resident Evil 2*, my younger brother, Stuart, went as Scissorman from *Clock Tower* and my even younger brother went as Tomb Raider's Lara Croft.
Miles Bentley, Salisbury
PS. We are truly sorry to the parents of the two kids Stuart (Scissorman) killed with his great pair of scissors.

IN THE BLACK

I would like to know whether you've noticed that practically every console that has been black since the Mega Drive has been a failure. I think this is a rather odd coincidence. Could this mean that PlayStation 2 will be a failure?
By the way, when will you be releasing shots of the new Nintendo Dolphin console?
Richard Wainwright, Newport Pagnell
As soon as more details and pictures of Dolphin exist, we'll show them to you first. We promise.

ANYONE FOR RUGBY?

Why the hell is *Jonah Lomu Rugby* the only rugby game? Me and my friends are all addicted to it, but still only Rage is willing to get its arse in gear and make another rugby game.
Bobby Whitham, Leeds

IT'S A FIX!

I've realised that there might be a bias in the final result of your 100 Greatest Games Of All Time poll. My reason is the number of each type of console in homes.
As you know, there are many, many more PlayStation owners than N64, Dreamcast or Game Boy. This is mainly due to the PlayStation being out ages before the others.
There's also a lot of biased PlayStation owners who may not give *Soul Calibur* or *Zelda: Ocarnia Of Time* the praise they deserve.
So I'd expect the first three or four to be PlayStation, then N64 or PC. Maybe even *Pokémon* will be in there.
Will Mallard, Huntingdon
Will, as you wrote your letter before Issue 218 was on the shelf, there's no way you could have known that the top two games were going to be from Nintendo. Blew us away, too.

WIN WITH MADCATZ©

Want some really cool peripherals for free? Each month, the writer of Mailbag's star letter will get a smart prize from Madcatz. It has everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.

Mad Catz
Dual Force
Mad Catz
Fancy winning one of these? You'd better write in. Quick

MORE PORN IN A TEACUP

Upon reading the letter Porn In A Teacup from your December issue, I would like to express my concern at the prospect of not being able to access certain areas of porn and sleaze on the internet using the Dreamcast. If Sega is using encryptions to deprive us of certain options, to what degree is it to go? Would Sega be okay with a woman just showing off her jugs, while maybe just encrypting the lowest acts of debauchery and degradation? Segas' response will strongly influence whether or not I buy myself a Dreamcast.
Steven Carter, Ellesmere Port

POOP-BROWN

I'm writing in to moan about first-person-type shooters like *Quake 2* (sorry, I know in your review you said it wouldn't disappoint). It's just that they always have poop-brown, uninspired backgrounds. This makes them look samey and depressing. Okay, these games are set in dungeons (which I imagine are depressing) but it wouldn't hurt the programmers to liven things up a bit with the odd scurrying rat, falling debris, former unsuccessful soldiers chained to the wall, or even some fancy lights installed by the Changing Rooms team.
John Carmody, London

POKEMON – SCAFF!

I'm writing to comment on the scaff game, *Pokémon*. I think it's so sh*t. All you have to do is run around with this little *@!*@!* collecting

DREAMCAST. ANY GOOD?

While I was reading the letters in your mag last month I couldn't help noticing that someone had mentioned that Dreamcast was crap. Well... is it?
Owen Postgate, Lewes
In a word Owen, no. In our opinion, Dreamcast rocks. It has some brilliant games that both look and play great. We advise to get one as soon as you can.

> *"We are truly sorry to the parents of the kids Scissorman killed"*
> **Miles Bentley, Salisbury**

> “Has anyone noticed Gary Oak from Pokémon looks like Cloud from FFVII?”
>
> **Robert Sellers, Grimsby**

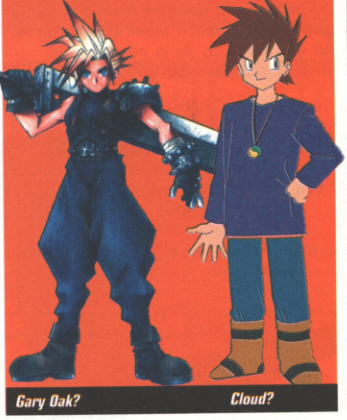
deformed arsewipes from another planet. All the characters should go and sh@g themselves.
By the way, your mag is excellent.
X Brothers, Broughton

POKEMON – BRILLIANT!

Here's a nice little story for your readers about why *Pokémon* is so popular right now.
In the *Pokémon* centre at Mt. Moon, I bought a useless fish-like Magikarp at level five for 500. It quickly grew to level 14 after I put it at the top of my list for a few trainer battles; after which I gave it to the man at the Daycare Centre, outside Cerulean City, who grew it to level 24 for me. Once I collected it, I used Rare Candy on it to make it grow to level 25. When I did this, it evolved into Gyarados, a huge sea serpent with fiery Dragon Rage attack! Woohoo!
Finally, at the risk of sounding like an utter freak, Red Trainer Beattie invites and challenges any Blue Trainers in Northern Ireland to trade or battle (it would help if you go to Armagh Tech).
Warren Beattie, N. Ireland

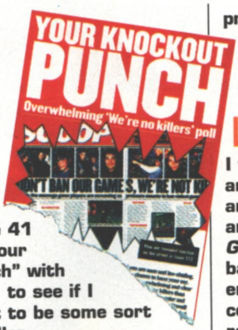
LOOKS LIKE...

Has anyone else noticed that Gary Oak from the *Pokémon* cartoon looks remarkably like Cloud from *FFVII*?
Robert (Mercury) Sellers, Grimsby



Gary Oak? *Cloud?*

KNOCKOUT PUNCH



YOUR KNOCKOUT PUNCH
Overwhelming 'We're no killers' poll
DON'T BAN OUR GAMES, WE'RE NOT KI

After 14 years of gaming on various computers and consoles I read the article on page 41 (Issue 216) “Your Knockout Punch” with great interest, to see if I would turn out to be some sort of psychotic killer.
I could not agree more with the statement “killers do play games, games don't make killers”.
But why give critics fuel for the fire? In the article on page 47 of the same issue there was a feature called Fight To The Deathmatch. You portrayed four young lads squaring up to each other before they start playing violent games like *Quake 2* and *Unreal*. Then on the next page you show one of them in a headlock, the other boy bashed with a keyboard with cuts and bruises, and the other, apparently dead or unconscious in the background.
To a person who doesn't play games, or to someone who hasn't read the article in full, these pictures may portray the violence that you're denying occurs.
Danny Drury, Swindon

IN THE CITY

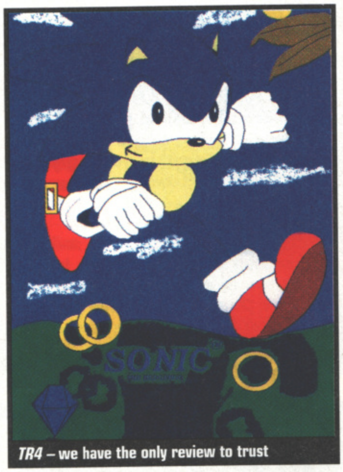
I work as a menial clerk at an insurance brokers in London. I'm the lowly assistant to the MD and part of my job is to file the mail and faxes. I was sorting through the normal rubbish at the end of a fax from a client, when I found scribbled at the bottom the following: “No, I haven't got to the tube station, so I can't help you. I'm still picking poison arrows out of my arse on that bloody Pacific island.”
I could only interpret this as a direct reference to *Tomb Raider 3*. Imagine, these two lords of the financial world rushing home to play on their PlayStations. I almost felt like telling my boss I had the complete walkthrough in the hope he might promote me to the board of directors. Oh well, maybe he'll read this and give me a bonus.
Joe, Borehamwood

LONDON SUCKS

I think *GTA London* is far too short and easy. There are only four levels and each mission is far easier than an average mission in the original *GTA*. I thought it was a great bargain when I saw it for £18. It ended up taking me months to complete. Why? Because you require the original *GTA* to play it!
Kevin Gough, Ireland

SONIC OF MY OWN

I have made a picture of Sonic on my computer. I hope you like it.
Martin Perks, Cheshir



TR4 – we have the only review to trust

SCREENSAVER

I've got a great idea for screensavers. How about, instead of words flying around the screen, or boring 3D mazes, you could see through the eyes of different animals like cats and dogs doing cat and dog stuff in a virtual garden? You could have underwater themes like sharks and dolphins and even movie themes like an alien running around a virtual spaceship. What do you think? Good idea?
David Robinson, Walsall
We'd rather see a cool, moving *Quake 3* screensaver. But if virtual cats and dogs do it for you, who are we to comment?

PLAYSTATION 2

I've just seen the pictures of PlayStation 2 and am so confused. I mean, how the hell do you play the damn thing on its side, or upside down? Personally, I think it looks evil.
R Davies, South Wales

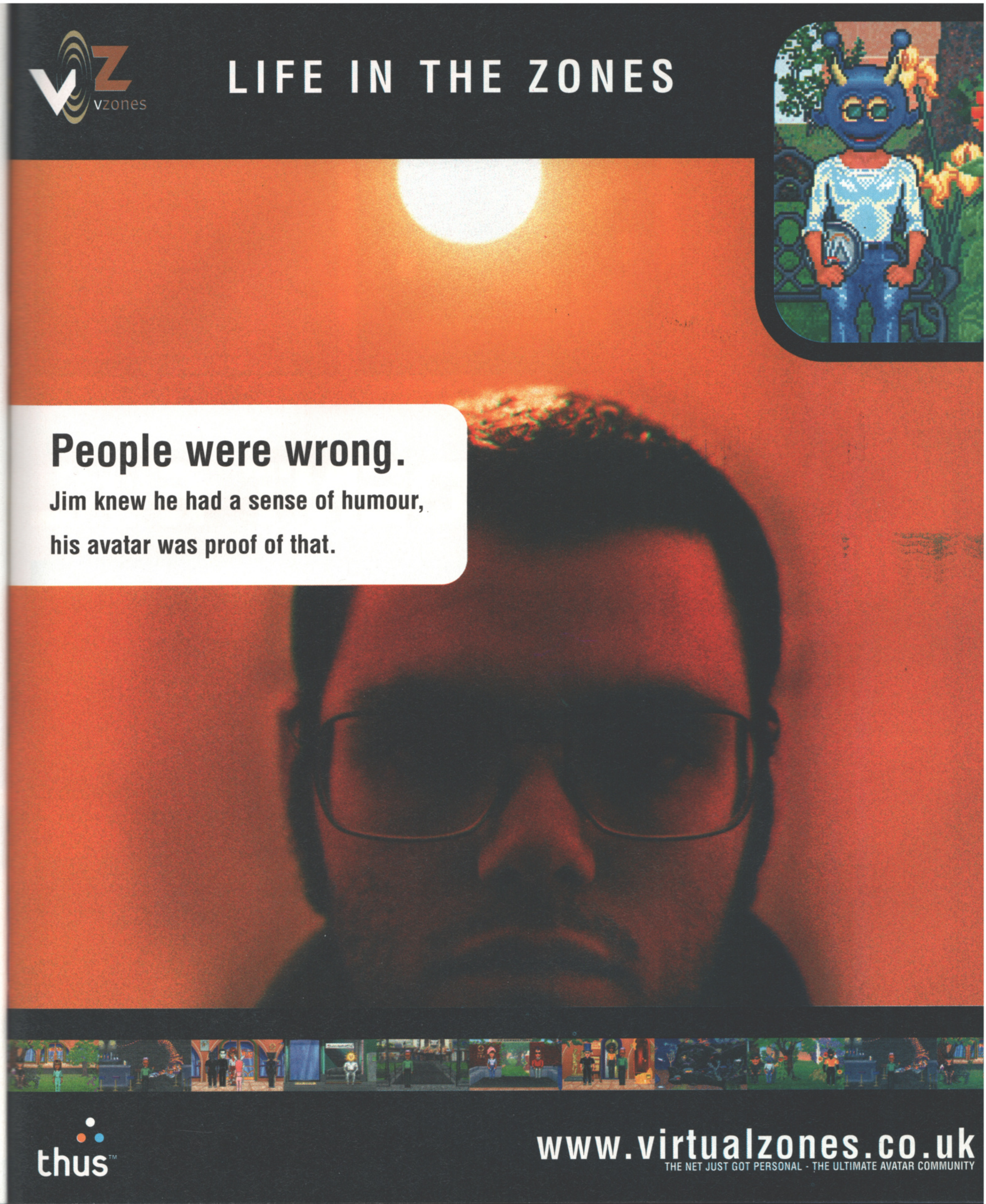
BUFFY

You might be familiar with the show Buffy The Vampire Slayer. Basically, it's about a girl who hunts demons. I was wondering why Sony doesn't make a game of it. In the past, there have been some monster flicks that seem to have inspired games such as: ***Nightmare Creatures*, *Resident Evil 1*** and ***2*, *Shadow Man*** and the most recent, ***Dino Crisis***.
What I'm trying to say is that Buffy The Vampire Slayer is an excellent TV show, worthy of being a game.
Stephen O' Mahony, Ireland

WHO WROTE TO MAILBAG THIS MONTH

Cliff Mallinder, Tottenham; Sally Barmann, Wolverhampton; Terry Edgeworthy, Clacton; Sam Tollworth, Peterborough; Chris Parker, York; Tim, Kent; Gareth Mason, South Africa; Christopher Trow; Jason Bennett; Jason Power, Ireland; Jake Wear, Bristol; Robin Lindop Fisher, Bristol; Ravi Amaratunga, Cambridge; Marcus Miller, Newtown; Psycho Mike, Cheshire; James Edgar, Coventry; Michael Ballantyne, London; Adam Dooley, West Yorkshire; Larson Kabukola, Birmingham; Leon Kennedy; Tom Madigna, Liverpool; Sean Moran, Kent; Scott Harris, London; Stephen Butler, Wales; Paul Regan, Walton; Ben Pearson, Darlington; Alan Munro, Inverness; Nisha Mehta, Birmingham; Philip M, Skelemersdale; Robert James Timms, Wisbech; Joseph Gray, Ireland; Mick (Cheat Master) Thrussell, Manchester; Paul Hands; Tom Worsley, Southport; John Nguyen; Kalumn King, Co. Down; Jamie West, Romford, Kay Philips, Leeds, Daz Chester, Devon; Steven Powell, Ilford; James, Isle of Man; Ken Smithe, Cardiff; Peter Downs, Fife; Kelly Jones, Bournemouth; Nigel Cavell, Manchester; David Sharpe, Edinburgh; Craig Moss, Cleethorpes.

> “I agree ‘killers play games, games don't make killers’”
>
> **Danny Drury, Swindon**



People were wrong.

Jim knew he had a sense of humour, his avatar was proof of that.

www.virtualzones.co.uk

THE NET JUST GOT PERSONAL - THE ULTIMATE AVATAR COMMUNITY

Skeleton Krew © Core Design Limited.
All Rights Reserved.
55 Ashbourne Road Derby DE22 3FS Telephone (01332) 297797 Facsimile (01332) 381511
Skeleton Krew is a trademark of Core Design Limited

SEGA
MEGA DRIVE

WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video games
★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

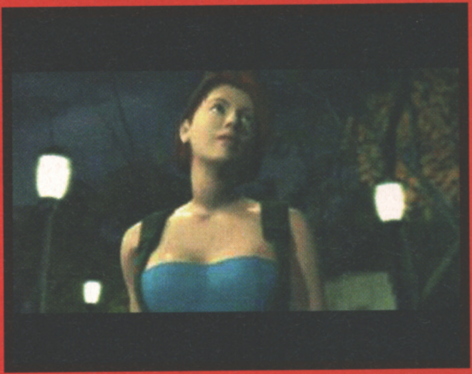
90
VIRTUA STRIKER
Footie on Dreamcast

98
HALF-LIFE
Opposing Force is, without doubt, the nuts

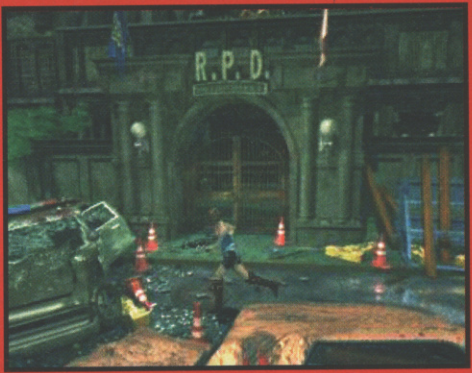
100
INT. TRACK & FIELD 2
Prepare to kill your joypad

114
DELTA FORCE 2
Win a rocket launcher

THE STORY There are enough twists and turns in *RE3* to make you desperate to play on till the blood-soaked end. You get to flesh-out the bones of the original stories, discovering just who or what is behind the infamous virus.



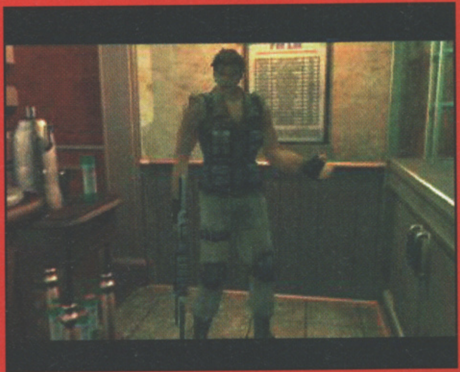
Jill Valentine is the star of *RE3*. After resigning from the S.T.A.R.S taskforce, she is now trying to escape from Raccoon City



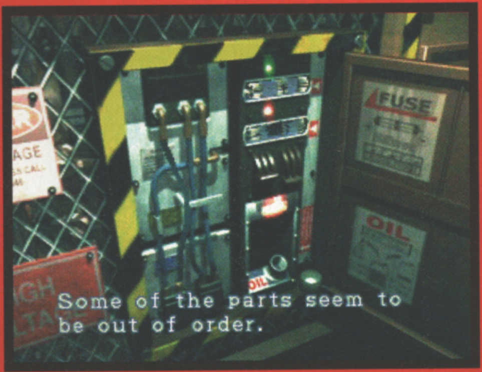
While trying to evade the moist clutches of the zombies, Jill stumbles upon the police station from the second game

Brain-sucking zombies return to the city. Rejoice and be damned

RESIDENT EVIL

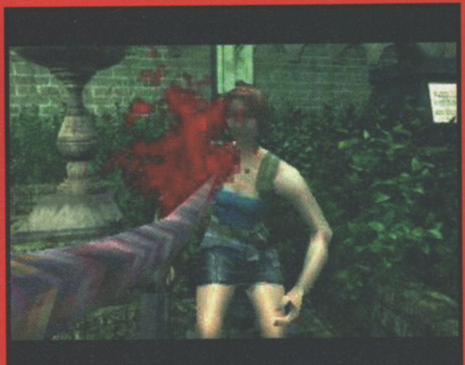


Jill discovers that she's not the only human still alive in Raccoon City. She meets up with Carlos, a soldier from the Umbrella Biohazard Countermeasure Service (U.B.C.S)

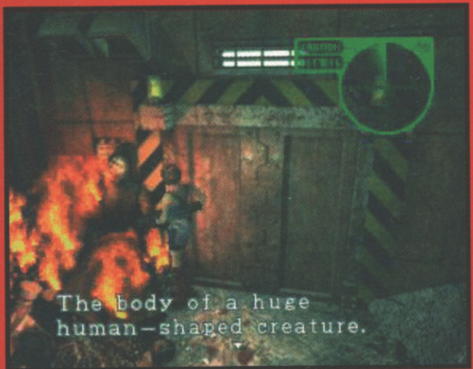


Some of the parts seem to be out of order.

Carlos and his few remaining team members plan to drive an old cable car through the barricades that surround the town. First, Jill has to find the parts to get the cable car up and running



The cable car takes the team to a clock tower. Jill and Carlos expect to be rescued, but instead Jill is infected with the T-Virus by the relentless Nemesis



The body of a huge human-shaped creature.

The story reaches a pant-wetting climax in the appropriately named Dead Factory. We won't spoil the game for you by telling you the ending, though

SUPERGORESCOPE
All Rights Reserved.
55 Ashbourne Road Derby DE22 3FS Telephone (01332) 297797 Facsimile (01332) 381511
Skeleton Krew is a trademark of Core Design Limited
SEGA
MEGA DRIVE

NTSC VERSION

COST: **£39.99**
OUT: **FEB**
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD/ DUAL SHOCK**

The first two games set the standard for survival horror, smothering gamers in gore and leaving then screaming for more. Now the third unholy incarnation is here to show all the pretenders how it's really done. Like all the best sequels, *Resident Evil 3* boasts all the best bits of the first two, while adding some exciting new elements. As soon as you shoot your first zombie in the head you'll feel that familiar warm glow. Yup, it's business as usual in Raccoon City.

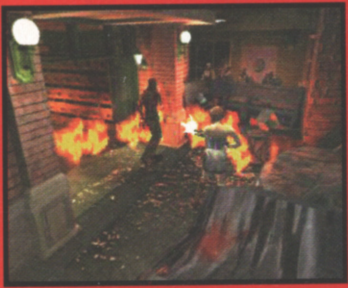
3: NEMESIS

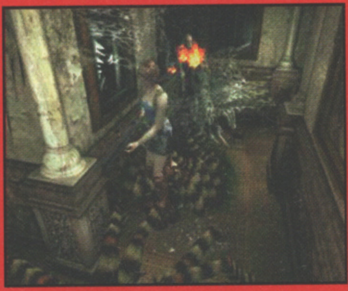
WORDS & SCREENSHOTS: MAURA SUTTON

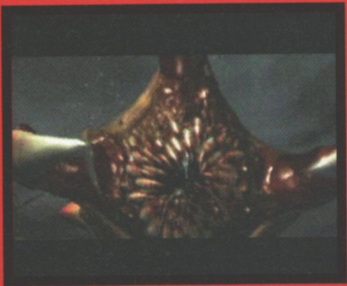
INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

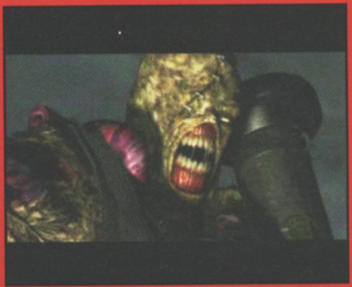
SCARY MONSTERS

The zombies are back and look more disgusting than ever, although there are plenty of other hideous creatures to be found in Raccoon City and the surrounding area.


Zombies. There's nothing more terrifying than walking through the deserted streets of Raccoon City and suddenly hearing that distant slurping sound of zombies snacking on a corpse. Yummy

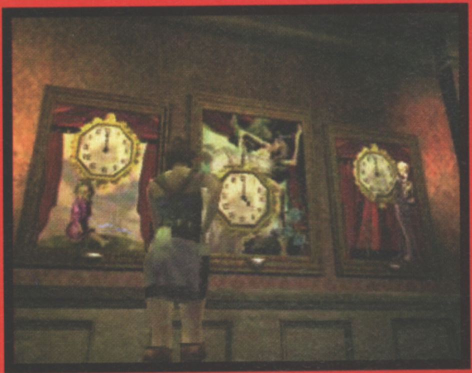

It's strange how the common house spider should be so terrifying, but the way they rumble across the screen will just make your skin crawl right off your body. Just like that bloke in the corner

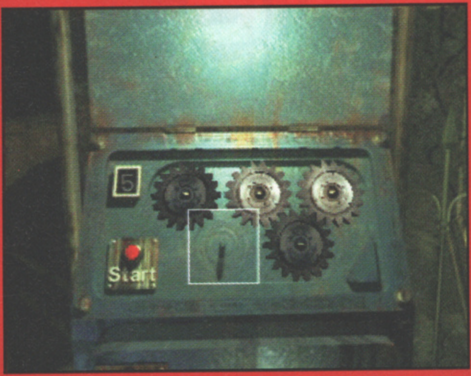

Just when Jill is feeling on top of things this Worm From Hell bursts forth from the fertile graveyard to make your life a misery. You can't just stamp on this baby to get rid of it. Pump it full of Magnum rounds


The true star of the show. Nemesis pursues Jill and Carlos throughout the game, turning up when you least expect it and really spoiling your day. He only has one line ("SSSSSTARSSS!!") but it will chill you to the marrow

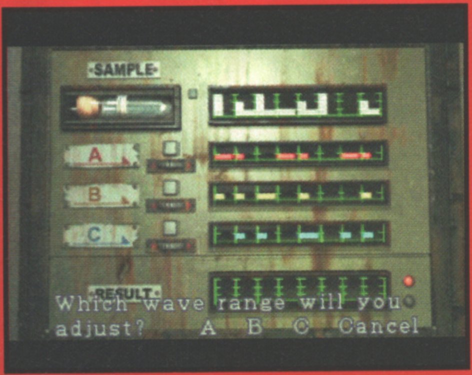
PUZZLES

One thing that sets the *Resident Evil* series aside is the puzzles that Jill has to solve to progress. *RE3* excels in this area, with plenty of brainteasers that are challenging without being impossibly annoying.


Before she can go any further, Jill has to work out where the stones go and place them under the correct clock so that the main clock shows 12:00, midnight



One more of the many puzzles you've got to solve. In order to drain the fountain in Raccoon Park, Jill has to place these cogs in the right order



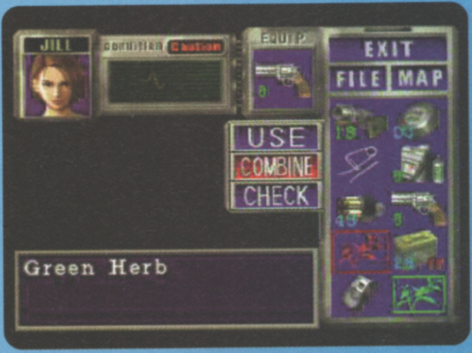
Which wave range will you adjust? A B C Cancel

A tricky one this. Jill has to adjust the water sample readings in the Dead Factory, which you'll find towards the end of the game, to open a security lock

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

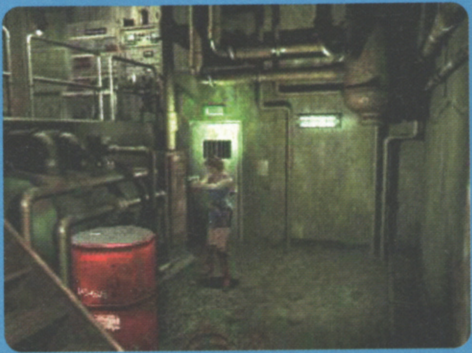
STAYING ALIVE

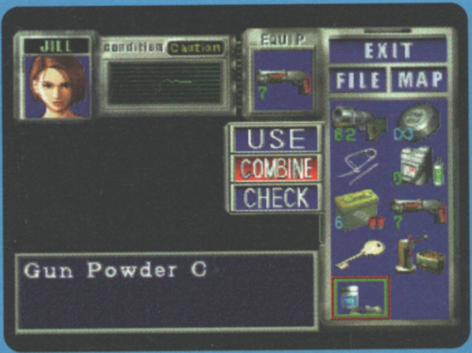
Even though you can choose to play the game in Easy mode, you'll still need a few tips to avoid becoming yet another fleshy morsel for the zombies of Raccoon City.



Green Herb

Remember the very useful healing herbs from the first two games? They're back in *Resident Evil 3: Nemesis*. Don't forget to mix one red herb with one green herb to get a super potion that restores all your health


The scenery is more interactive this time around. Look out for the red barrels and red sticks of dynamite taped to the wall. When you're surrounded by zombies and running low on ammo, aim for the barrels to shred the suckers



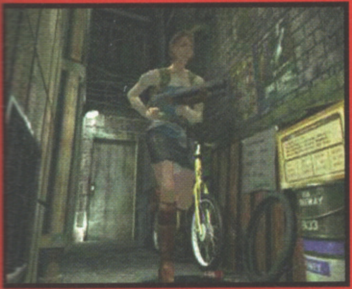
Gun Powder C

There's an art to mixing the different types of gun powder. Save them up until you have three type A gun powders and three type B gun powders. Then you can turn three type C powders into the almighty Magnum bullets

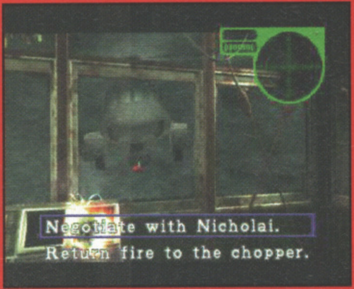
SUPERGORESCOPE
Skeleton Krew © Core Design Limited.
All Rights Reserved.
55 Ashbourne Road Derby DE22 3FS Telephone (01332) 297797 Facsimile (01332) 381511
Skeleton Krew is a trademark of Core Design Limited
SEGA
MEGA DRIVE

NEWSTUFF

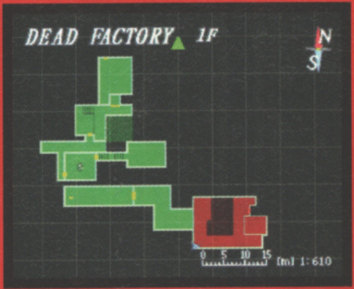
Although much of the gameplay will be familiar to *Resident Evil* fans, there are some great new elements that help to improve on an already awesome experience. Jill has much more freedom of movement, as well as some new gadgets with which to play.



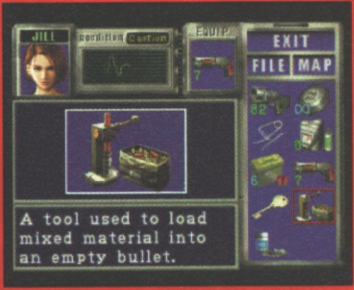
The new moves in *Resident Evil 3: Nemesis* include a 180-degree turn (press directional button down and square) and a handy dodging move (R1 or R2). Dead handy if you're in the middle of some full-on zombie action



Live Selection is a new plot device which allows you to choose your next course of action in the game. Each choice you make has very different consequences. Which one of these would you pick?



The new map system is much better than in previous games. It's easy to see where you're going, where you've been and where you can save your game. Look for the level maps on walls and tables

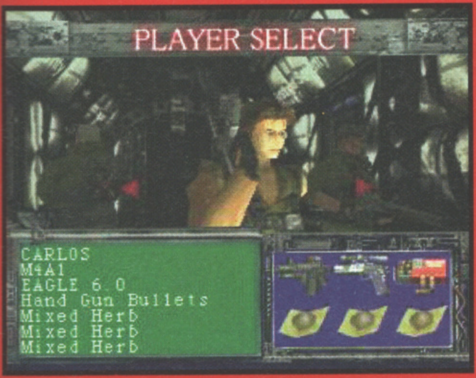


A tool used to load mixed material into an empty bullet.

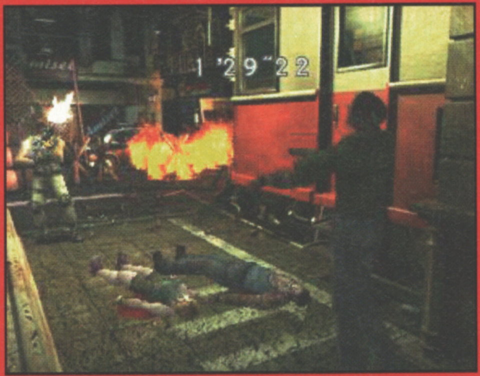
Use the Reload tool to make your own ammo from the different types of gun powder you find throughout the game. Get it right and you could find yourself with a bunch of the awesome Magnum bullets

MERCENARIES

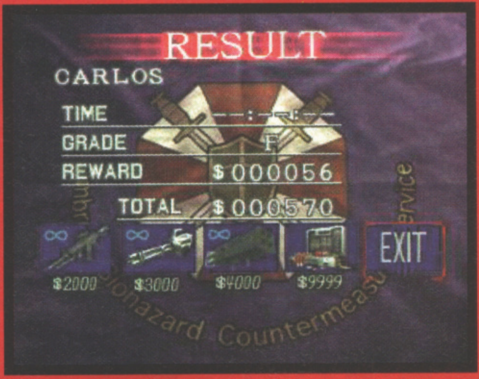
Once you successfully battle through to the end of *RE3*, you're rewarded with the secret Mercenaries game, which is as good as the main game itself. This time you get to play as Carlos, or one of his fellow U.B.C.S honchos.



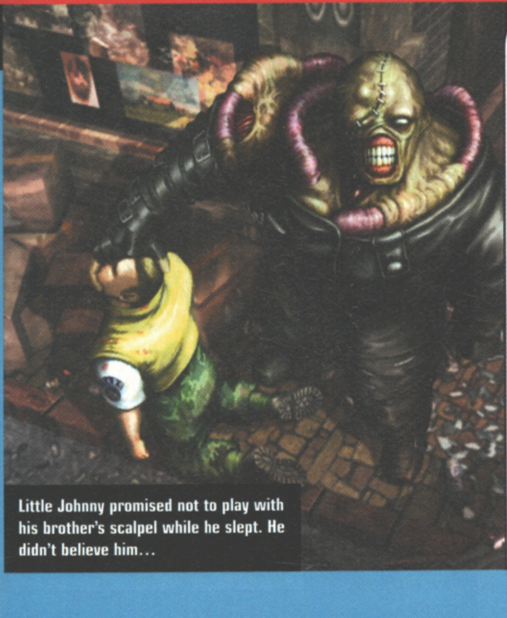
Choose a soldier to undertake the Mercenaries mission. They each have a different combination of weapons and ammo. Carlos is fun because he has tons of ammo



You have to cross the city from the cable car to the warehouse within a strict time limit. Killing things earns you time. You can also save people. It's awesome



Get a good score in the Mercenaries game and you can buy unlimited weapons to help you when you replay *Resident Evil 3: Nemesis* one more time



Little Johnny promised not to play with his brother's scalpel while he slept. He didn't believe him...

WHAT WE THOUGHT

GORE IS GOOD

This is one of the most thrilling gaming experiences around. *Resident Evil 3* makes you feel terror in the most basic of ways. You'll be jumping out of your seat and gasping with alarming regularity. The Nemesis character is a brilliant new addition, cranking up the tension level to an insane degree; you never know when he's going to show up and cause total mayhem.

SMELL THE FEAR

Everything about this game is just that little bit more polished. Exploring the vast areas of the deserted Raccoon City is astonishingly scary. The scenes of death and devastation are so vivid that you can imagine what it would feel like to be trapped in a town full of zombies. The sound effects are pure stomach churning genius, as is the dramatic use of incidental music throughout.

QUALITY, NOT QUANTITY

The one drawback of *RE3* is the fact that you can finish it fairly quickly in Easy mode. However, this is one of the few adventure games that you'll want to return to again and again. The Mercenaries sub game will keep you occupied for many more hours, as will the chance to see the various endings that result from making different choices in the game. Play well and you even get to change Jill's costume, but that's a secret for another day...

THE VERDICT

Resident Evil fans will, without a doubt, love this game to death, while newcomers will be treated to an incredible gaming experience. It has everything that made the previous two games so compelling, while the new elements make the most of current PlayStation technology. Now, sit back and do your very best to imagine what the next instalment will be like to play on PlayStation 2.

computer and video Games

★★★★★

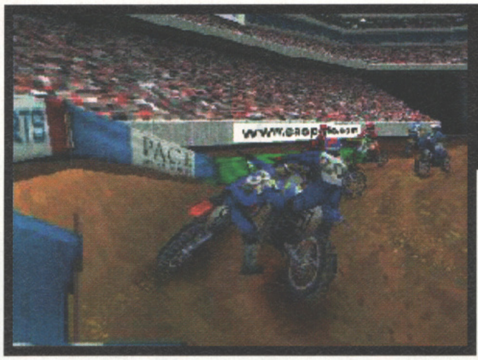
IF YOU LIKE THIS TRY THESE...

Resident Evil 1, 2 (PS)
Dino Crisis (PS)

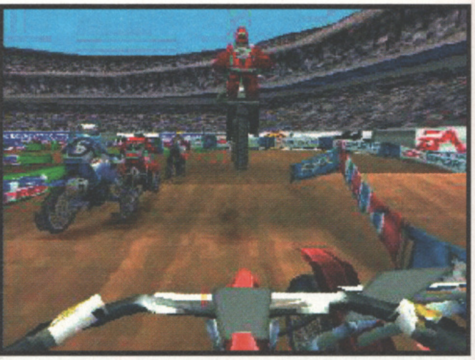
PlayStation

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK/ JOYPAD**



If your competitors refuse to move out of the way, just ride into them



The on-bike camera view greatly increases the immense feeling of speed

SUPERCROSS 2000

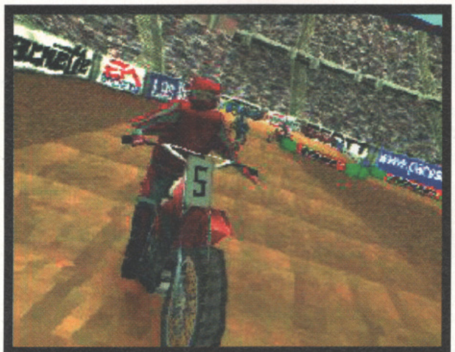
Tricky dirt-track racing. Supercross? You will be...

WORDS & SCREENSHOTS: LEE SKITTRELL

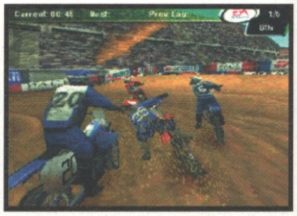
WHAT YOU NEED TO KNOW
Whack the throttle wide open and prepare to power-slide your way around 14 authentic tracks from the Supercross series, playing as any of the world's top 25 Supercross and freestyle riders. To challenge you there's a single-player arcade-style race, a two-player head-to-head mode, a freestyle tricks stadium, or you can take part in a full-on Supercross season.

CUTS AND SCRAPES
With high levels of realism – the courses get muddier and more dangerous – *Supercross 2000* is pitched at the die-hard Supercross fan. Its serious, sim-like approach is the game's biggest problem as the races seem to be less about pure speed and more about tackling each course's obstacles without trashing your bike. Cornering can be incredibly unforgiving, often leaving you jammed up against a piece of scenery, engine screaming.

WORTH PLAYING?
Supercross 2K is a well-presented game with a lot of challenge at its core. The Freestyle mode is fun once you start to learn the tricks, and winning races in Championship mode is satisfying. Supercross fans will enjoy it but for others, the difficulty level and lack of humour may make you reach for the receipt.



Each race starts with a movie which profiles the riders in detail



The arrows don't make cornering easier

computer and video **Games**
★★★

IF YOU LIKE THIS TRY THESE...
Championship Motorcross Featuring Ricky Carmichael (PS)

THIS IS FOOTBALL

Football it might be, but definitive it isn't

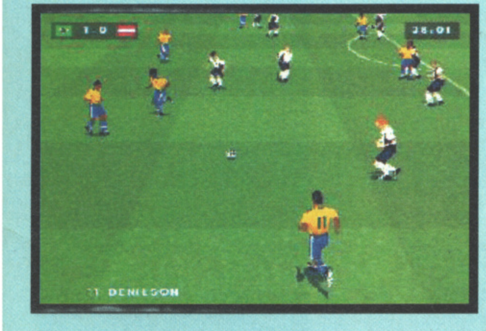
WORDS & SCREENSHOTS: DEAN SCOTT

PlayStation

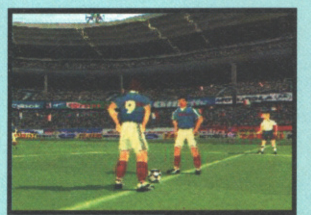
COST: £34.99
OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/ MULTITAP/ ANALOGUE/ DIGITAL CONTROLLER**

WHAT YOU NEED TO KNOW
Two years in the making, and Sony's football game contender is finally here. A FIFPro licence (Federation of International Footballers Unions – apparently) means that you get official player names – although this doesn't count for anything if the game doesn't play right.



PRETENTIOUS? MOI?
This Is Football is far from being a definitive simulation of the sport, as implied by its self-congratulatory title. A glance down the moves list will fill you with hope, with its list of subtle shimmies represented along with the standard long-pass/short-pass buttons. Certain key combos dictate the way a player celebrates a goal, which is commendably comprehensive. Less impressive, though, is the run command which involves tapping triangle á lá *FIFA*. News flash: this sucks.



Check your pockets, I've lost the car keys

WORTH PLAYING?
You never feel totally in control of the game. Player switching is fiddly, and the players lack agility. Too often an opposing player receives the ball in your box and you feel powerless to stop him scoring. It's a shame, because the basic idea is good. Hardcore football game fans will get the best out of this, but will also despair most at the gameplay flaws.

computer and video **Games**
★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS),
FIFA 2000 (PS, PC)

WORDS & SCREENSHOTS: PETER WALKER

THE WHEEL OF TIME

She's a witch with death-breath. Don't fancy yours much…

PC CD ROM

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-16**
COMPATIBLE: **MOUSE/ KEYBOARD**

WHAT YOU NEED TO KNOW

It's a first-person action-adventure based on a best-selling fantasy book series. Single-player puts you inside the skirts of puny sorceress Elayna, on a mission to foil the forces of evil. Standard fantasy fare gives you just enough motivation to want to find out what happens next.

TROLLOCS

Action comes thick and fast – you'll quickly be knee-deep in gore as you fight your way through a decent selection of evil creatures, including the daft-sounding Trollocs. Don't be put off by the easier early levels – it soon hots up. Previous first-person shooter experiences should put you right at home with the interface.

TOIL AND TROUBLE

Levels are pretty linear and you'll have cruised through the opening few before hitting the first hint of a chin-scratcher, but even then you don't have to look far for the solutions. These often come in the shape of a conveniently-placed new Ter'angreal – spells with limited 'ammo' – and their huge number is a fantasy-player's wet-dream, ranging from the killer breath Air Pulse to homing missile attacks and shields.

IS THAT THE TIME?

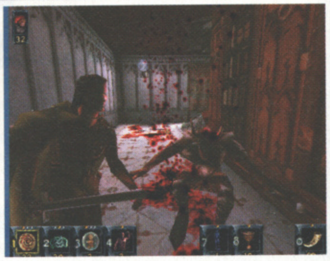
WoT uses the latest version of the *Unreal* game engine so you'll be gawping at the scenery and special effects and there's some nice – though often pointless – detail. The AI isn't exactly brain of Britain either – setting off a box of fireworks looks beautiful but fails to alert evil baddies just feet away.

COVEN CRAZY

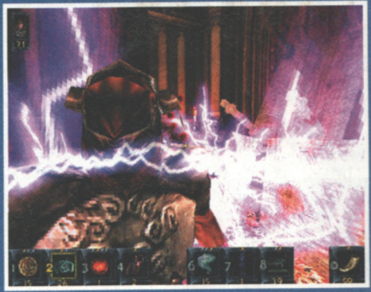
Multiplayer Arena mode offers standard deathmatching mayhem, but Citadel mode is the real innovation. Hide seals around your fortress and fill it with traps and monsters for other players to tackle. With touches of *Dungeon Keeper* and capture the flag, it's a far more strategic experience than deathmatching.

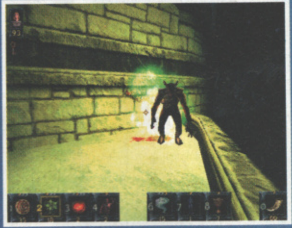
WORTH PLAYING?

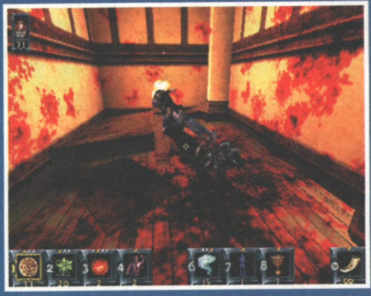
You'll find you use just a few of the vast selection of spells in one-player, and *WoT* ends up playing less like an adventure and more like a fantasy-themed first-person shooter, with fireballs and shields replacing rockets and armour. This could be great but *WoT* isn't particularly tense or taxing in single-player and you don't have to be very skilled to get on. Fun but slightly disappointing.

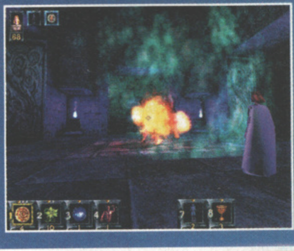


Help from allies: let 'em take the pain for you







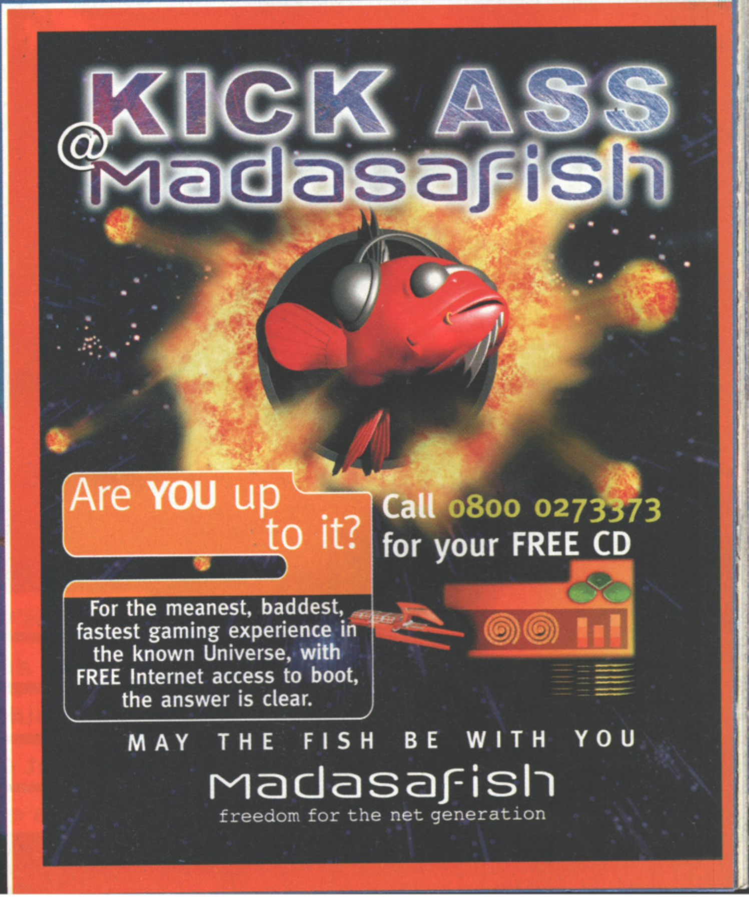


There are many spells to choose from – but no swords

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Hexen (PC), *Thief: The Dark Project* (PC)



Are **YOU** up to it?

Call 0800 0273373 for your FREE CD

For the meanest, baddest, fastest gaming experience in the known Universe, with FREE Internet access to boot, the answer is clear.

MAY THE FISH BE WITH YOU

madasafish
freedom for the net generation

WIN YOUR XTREME DREAM

You spend 74,

of your life dr

It takes just 5 min

t

come

on Dr

What is your Sega Xtreme Dream?

Tell us and we could make it happen.

You could be snowboarding in The Rockies, flying a MiG jet or in the driving seat of an F1 car - for real!

It's this easy...

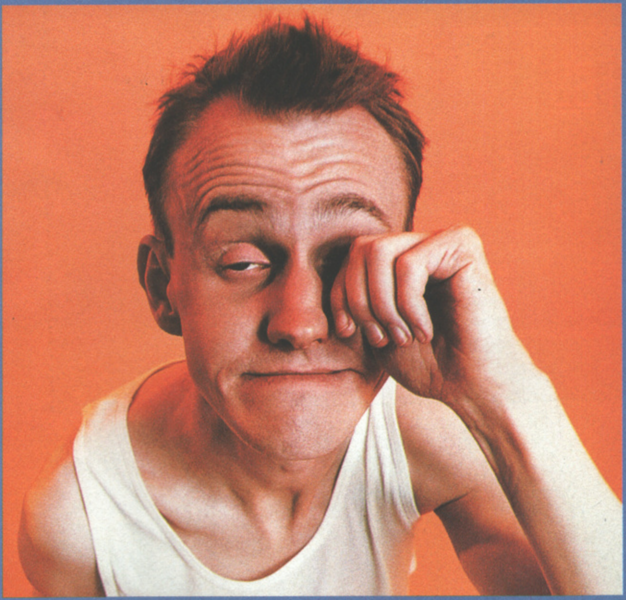
Si

th

tu

G

SEGA™



74,000 hours

e dreaming...

inutes

to make one

e true,

reamarena!

Simply go online through your Dreamcast and enter the Sega Xtreme Dream Competition. Every week we'll turn one person's Xtreme Dream into Xtreme reality. Go on. Dreamers never sleep.

Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd.

Dreamcast

Up to 6 billion players

www.dreamcast-europe.com
Dreamarena

PC CD ROM

COST: **£44.99**
OUT: **DEC**

MULTIPLAYER: **1-2**
COMPATIBLE: **JOYSTICK/ KEYBOARD/ MOUSE**

URBAN CHAOS

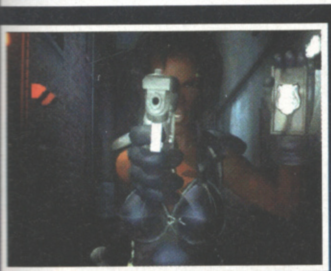
The streets are a nasty place. Especially when you're a bad-ass female cop

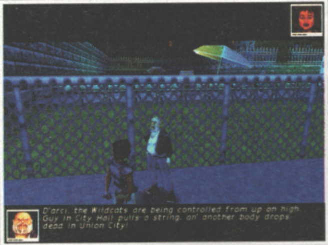
WORDS & SCREENSHOTS: MAURA SUTTON

As great as games like *Syndicate Wars* and *GTA 1* and *2* are, you can't help feeling frustrated being so removed from the action. Gazing down at the tiny figures marauding across those evil city streets, you long to be mixing it among them. Which is where *Urban Chaos* comes in. You don't just get to control your matchstick characters from afar; instead you're right in there, up to your neck in the steamy action, patrolling the godforsaken urban badlands with rookie cop, D'arcy Stern. Prepare yourself for war.

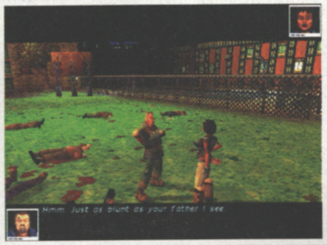
THE PLOT

The game begins with rookie cop D'arcy Stern undergoing a hefty bout of combat and stamina training, before taking to the lawless streets of Union City. The true depth of the plot is revealed as D'arcy interacts with the criminal underbelly of the city.

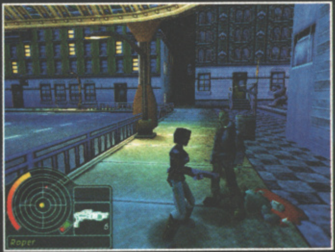

Meet D'arcy Stern. She's about to hit the streets of Union City and tangle with its human trash


D'arci, the Wildcats are being controlled from up on high. Guy in City Hall pulls a string, an' another body drops dead in Union City!

D'arcy faces up to the strength of the Wildcats gang; her snitch, Deeks, gives her vital details


Hmm. Just as blunt as your father I see.

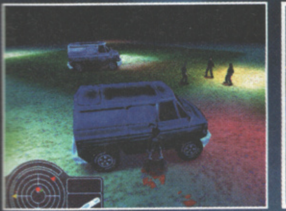
As the game progresses, D'arcy joins forces with Roper McIntyre, a shady figure

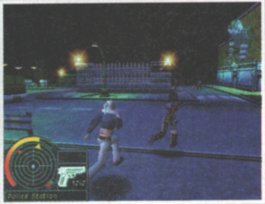


D'arcy and Roper team up. Fighting side-by-side, they unravel a sinister twist to the plot

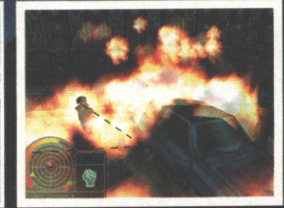
URBAN SHAKEDOWN

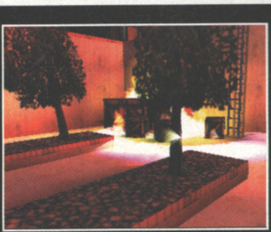
Although you have to complete missions to progress in the game, you have total freedom of action within each level. If you want to take time out to explore the city, or help a citizen in trouble, you are free to do so. Even better, there's no set way to complete a mission.

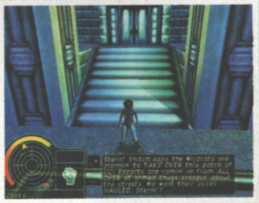

Operation Gate Crasher: Infiltrate a gang meeting without alerting the guards



Media Trouble: Rescue Gordansky and escort her safely to the police station


Auto Destruct: Drive a car rigged with a bomb. Fail and this happens

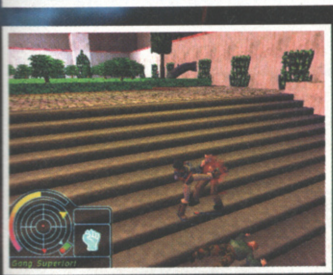

Operation Grim Gardens: Hunt for drugs stashed in the botanical gardens


Stern! Snitch says the Wildcats are plannin' to TAKE OVER this patch of UC! Reports are comin' in from ALL OVER of armed thugs creepin' about the streets. We want their asses HAULED, Stern! !

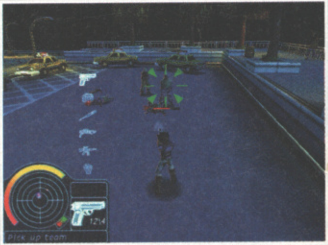
D'arcy's mission here is simply to rid the South Side of the Wildcat scum

WHAT D'ARCY DID NEXT

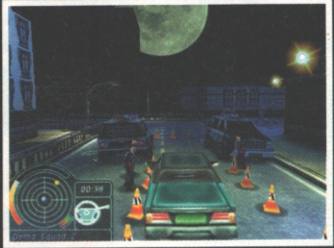
Heroine D'arcy (and later on, Roper) has to be one of the most active characters to ever grace a computer game. Pumped full of attitude, she's able to match the Wildcats in punch-power and firepower.



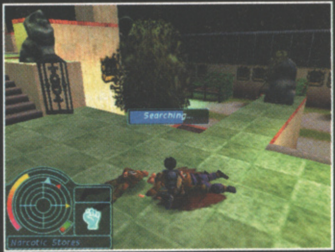
Use a combination of kicks and punches to smack the lights out of the criminal element in Union City



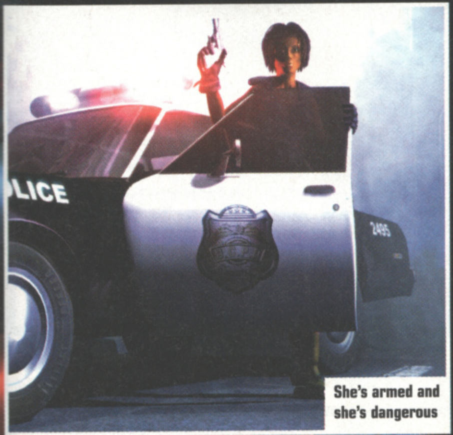
D'arcy has a useful array of weapons, but they're not always the best way out of a situation



D'arcy has to drive her way out of trouble. Here she delivers a car bomb to the demolition squad



When D'arcy makes an arrest or a kill, she then gets to search the gang-banger for weapons



She's armed and she's dangerous

WHAT WE THOUGHT

EYE-OPENER

Technology is only so much boffin bunkum, unless it serves to add to the overall gaming experience. In the case of *Urban Chaos* we have a game that uses that technology to bring you the sort of full-on visceral experience that gamers only dreamed of a few years ago. The graphics may be more cartoony than realistic, tempering the menace factor, but the freedom to explore such a pulsating cityscape is pure joy.

HEY BIG BOY

Another thing that makes *Urban Chaos* so spectacular is the game's sheer brazen swagger. Black humour rules the roost here, from the splat heard as deranged suicide-cases kiss the tarmac, to the bizarre comments of the Union City denizens that D'arcy and Roper run into. You'll become so involved and drawn into this shabby universe that you'll take every opportunity to explore all the nooks and crannies of the city.

ALMOST PERFECT

As far as the PC game is concerned, *Urban Chaos* falls just slightly short of perfection due to the rather cumbersome control method which can be hard on the fingers. Much has been made of the *Tomb Raider*-type camera movement, but thankfully you won't be suffering from the same degree of motion sickness induced by Lara's free-floating antics. If you like your action games bloody and twisted, this is an essential purchase.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Tomb Raider 1-4 (PS/PC), *Syndicate Wars* (PS/PC), *Syphon Filter* (PS), *GTA 2* (PS/PC)

PC CD ROM

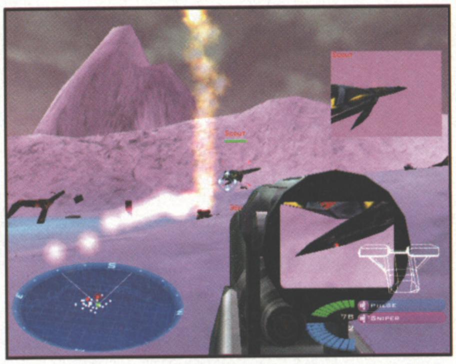
COST: £44.99
OUT: NOW

MULTIPLAYER: **1-8**
COMPATIBLE: **KEYBOARD/ MOUSE/JOYPAD**

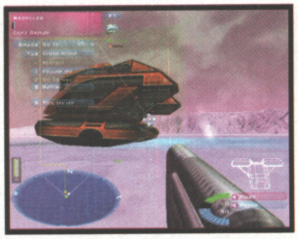
BATTLEZONE II

WORDS & SCREENSHOTS: MAURA SUTTON

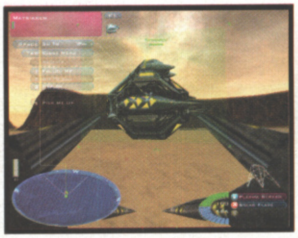
Real-time strategy mates with shooter and spawns another beaut



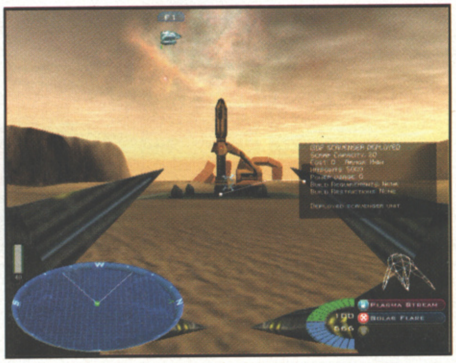
Cap enemy pilots in the head and take their vehicles. Damn, missed



Ditch your battlewagon and have a go on foot. Just keep an eye open for the local wildlife – it's after your blood, too



Fight as either side – working out who the real baddies are might take you a while



Check out the great lighting effects on your Scavenger droid

WHAT YOU NEED TO KNOW

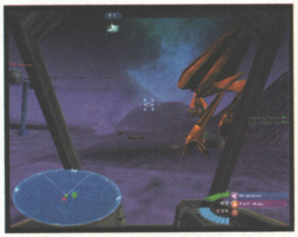
Battlezone on PC won critical acclaim and gaming awards but strangely failed to shift from the shelves. *Battlezone II* is a beauty of a game, oozing class and dripping with playability, but again crosses over game genres. A futuristic plot sees you pilot a respectable mix of ground vehicles over beautiful alien planets or fighting the so-called alien menace on foot. Action has seen first-person and has proved effective. Anyone who has played *Quake*-type games will master movement quickly and soon be strafing, blasting and sniping across open ground and inside buildings.

BURN THAT ANORAK

Then there's the real-time strategy. Convenient camera angles make 3D base-building and management pretty straightforward while an improved interface makes commanding multiple units easier than in the original – essential in the heat of battle. The strategic side is not without its irritations, but it's a million miles from boring.

WORTH PLAYING?

It's a real blast getting to fly cool spacecraft around alien worlds, and the base-building elements ensure you have plenty to do if you get tired of cruising. And, if you're fed up with the enemy AI, there's a good range of multiplayer options. *Battlezone II* is a far more polished game than the original but the blend of first-person action and strategy simply won't be to everyone's taste, no matter how well it's done. Bit like Pot Noodle sandwiches. Me, I love 'em.



This machine will build things for you

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
Homeworld (PC)

PlayStation

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-8**
COMPATIBLE: **JOYPAD/ DUAL SHOCK/ MULTITAP**

NHL FACEOFF 2000

Scary men, shoulder pads, big sticks. Hope it's ice hockey

WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW

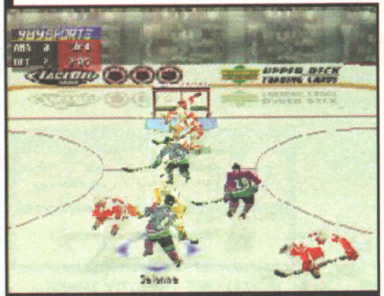
The latest in a long line of PS ice hockey titles, it's out to shoulder-barge itself to the front of the crowd. Play in quick-start Arcade mode with eight mates or a full season and guide your team to success. Boasting high-speed action, smooth visuals and some truly sparkling gameplay, *NHL Faceoff 2000* wants to be the only hockey game you'll ever need.

WELL TURNED OUT

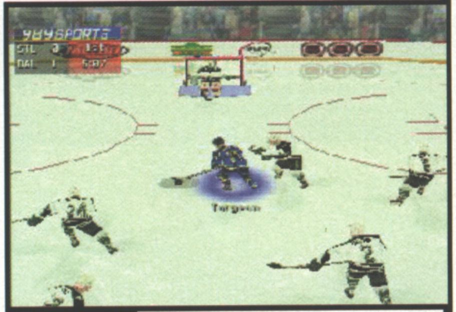
The first thing to grab you is the amount of detail in the presentation. Real teams and players, superb commentary, solid graphics and some authentic little touches make it an involving, life-like experience. No matter which mode you choose, it's immediately playable. Players all skate, shoot and fight realistically. Passing and tackling systems are fair. The puck moves in a natural way, although it can sometimes be tricky for beginners to keep up with the pace.

WORTH PLAYING?

Faceoff 2000 is easy to pick up and play from the start but has enough depth for seasoned players to get fully involved. Add the wealth of facts and stats that can be tweaked to taste and it's a highly polished game. Superb value for both the novice and the hardcore fan. One of the best ice hockey games around.



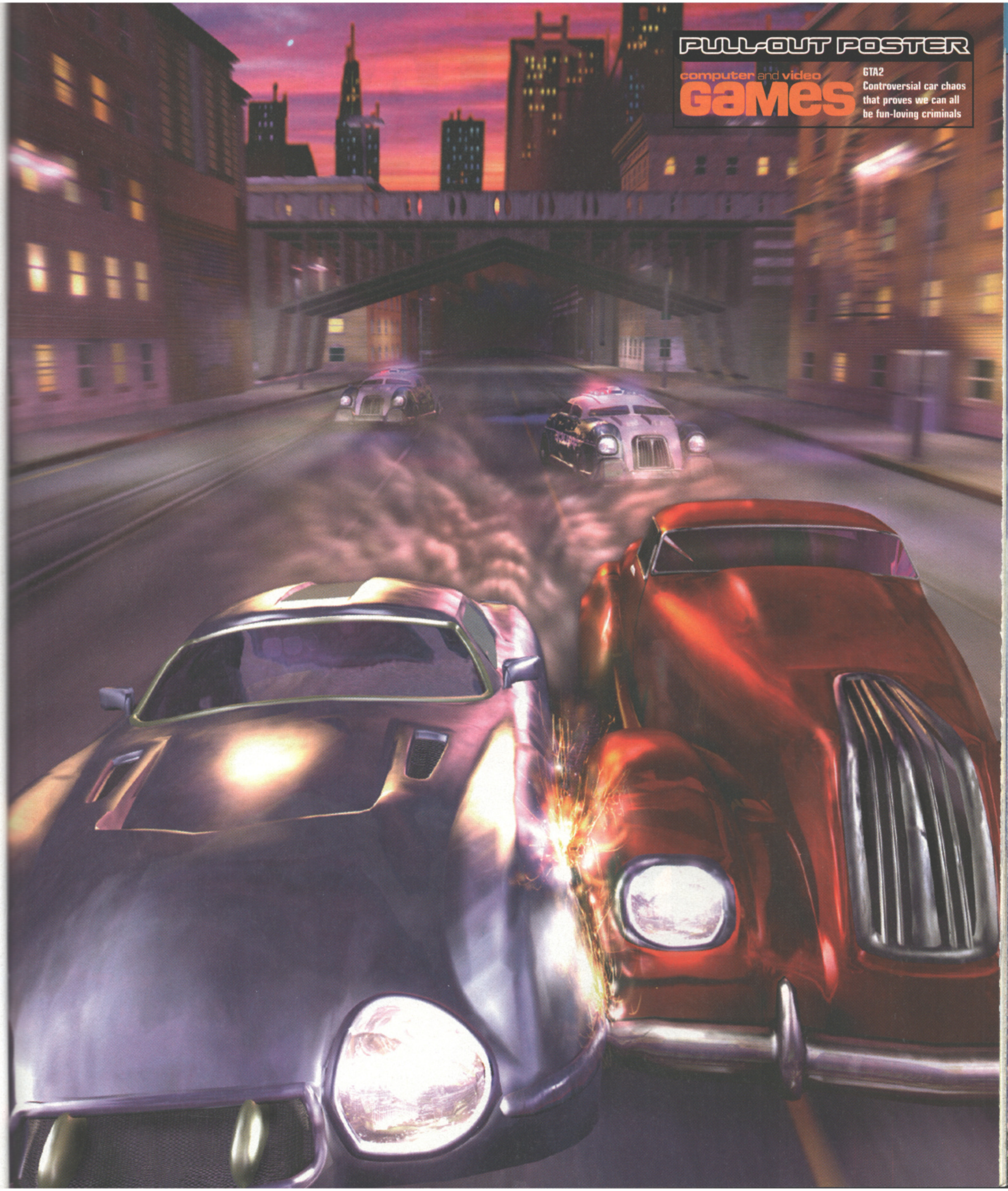
As the action builds, so does the potential for violence. Go on, stick it to him



That's you in the blue. A perfect goal is just a button-press away and the pressure is on...

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
NHL 2000 (PS), Twatting your mates at the local ice rink



PULL-OUT POSTER

computer and video GAMES

GTA2
Controversial car chaos that proves we can all be fun-loving criminals

COST: **£39.99**
OUT: **JAN**
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ VMS UNIT**

VIRTUA STRIKER 2

The premier Dreamcast footie game abandons subtlety for an arcade assault

WORDS & SCREENSHOTS: DEAN SCOTT

When Sega launched the Dreamcast they promised us more than just arcade ports for the software. This promise has held good in some cases (*Soul Calibur*) and been laughably inept in others (*Dynamite Cop*). *Virtua Striker 2* falls into the first category – just. But the original arcade game rocked, so you're unlikely to hear many complaints with this outing. Out-and-out arcade-style footie has returned with a vengeance.

ITALI
1
2
Tricolore
AS5200C
adidas
EQUIPMENT

Winning a
Little touc

ISS and FI
button – fi

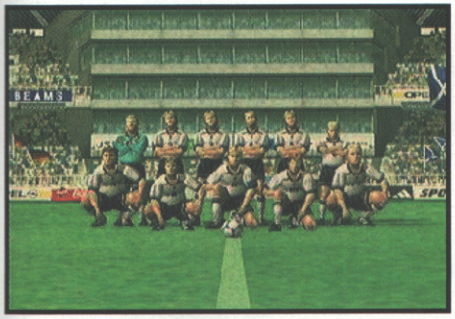
Dispossess

WH

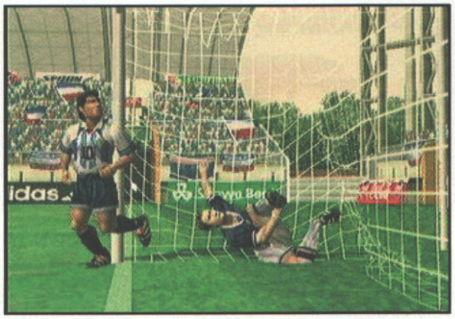
FUN,
The fr
come
game
full-on
ALL-A
It's not
a refre

VISUAL TREAT

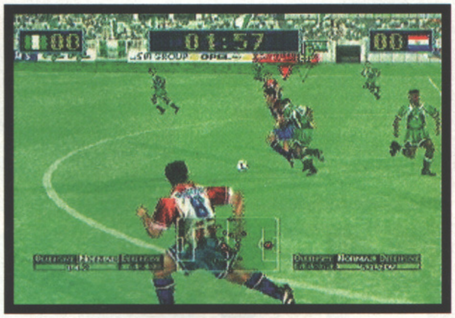
Fantastic as the screenshots look, they really don't do this game justice. In motion, *Virtua Striker 2* is the most awesome-looking football game ever produced. The fantastically detailed players all look different, and move and act convincingly. They meet headers with a crunch and strike the ball smoothly. Stadium detail is also top-notch, apart from the cheesy ripple of the watching crowd.



Winning a game sees your boys line up for a victory photograph. Little touches like this really add to the buzz of winning a game



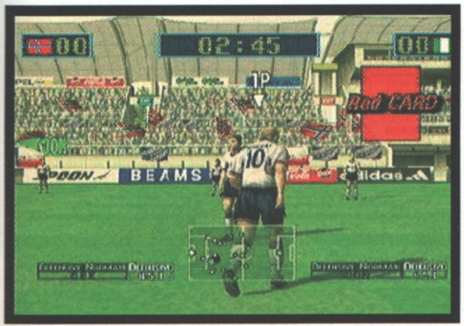
Watch near-misses as well as goals and off-sides in replay mode. You can't manipulate the camera, but views are from various angles



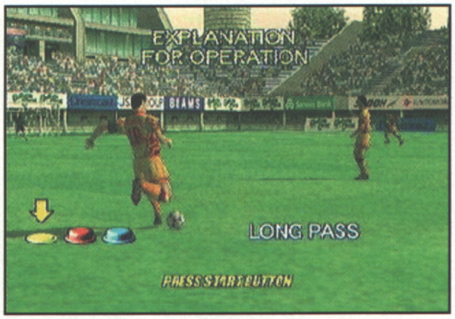
This is the main in-game view, and the players' subtle body swerves and step-overs will have you glued to the screen in amazement

SIMPLY FOOTBALL

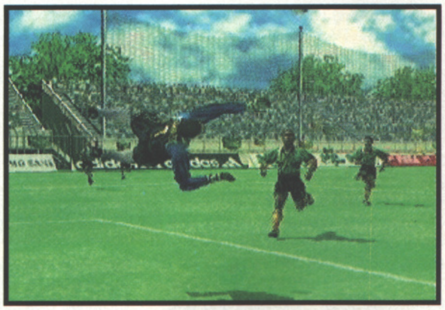
The control system in *Virtua Striker 2* might seem simplistic to videogame football fanatics. Three buttons control your attacking options: long pass, short pass and shoot. Defending is simpler still, with just one button for slide tackle. Players automatically perform non-sliding challenges. One more button controls your tactics, and that's it.



***ISS* and *FIFA* players will find *Virtua Striker* tricky, as it lacks a run button – fundamental to any football game of the past five years**



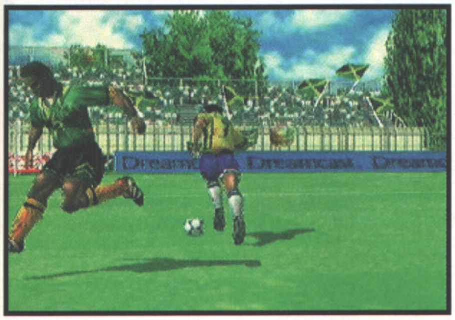
Once you've adapted to the fact that tackles will come raining-in if you keep possession of the ball, you'll start spraying the ball around



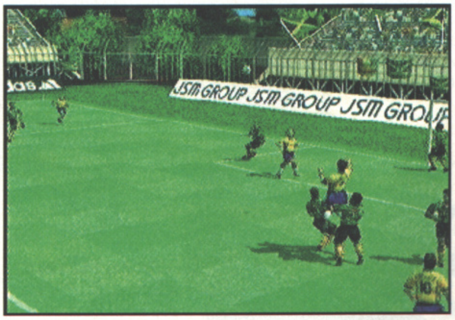
Players will flick the ball around depending on what height they receive it, so the ball can be kicked in lots of different ways

HOW TO SCORE

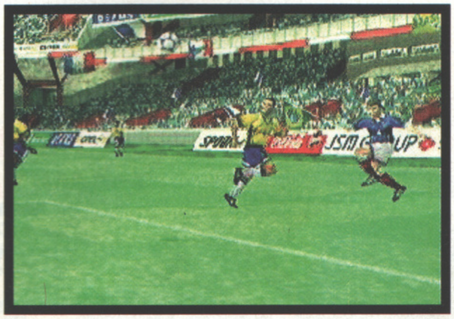
Every football title has simple ways to score, and *Virtua Striker 2* is no different. Football game veterans will instinctively try to apply their scoring tactics from other games, but the fast pace of the game and the lack of the killer through-ball makes this a frustrating exercise. If you're looking for some tricks that work, you've come to the right place.



Dispossessing a defender on the edge of his box gives you a chance



Swing the corner away from the keeper and get your striker to nut it



The series of short passes leaves your winger room near the by-line

WHAT WE THOUGHT

FUN, FUN, FUN

The frequency with which the tackles come will initially dismay *ISS* fans. But this game isn't a soccer simulation, it's a full-on arcade game – so enjoy.

ALL-ACTION FOOTBALL

It's not a sophisticated title, and it makes a refreshing change from the norm. Playing with a mate is best, and five-all scores, with both teams down to eight men, happens often. The commentator's screams of "Gooooaaaaallllll!!!" really builds the atmosphere. The penalty kick system is spot-on, and provides a thrilling climax to drawn games.

TITLE WINNER?

Extra features over the arcade machine slightly boost the long-term appeal of the title, but it's the fact that this is the finest arcade football game ever that secures it our highest accolade. Some might criticise it for lack of depth, but the massive adrenaline rush you get from playing, more than compensates. Players looking for an instant and fun gaming hit should look to titles like this and *Crazy Taxi* – and get a Dreamcast in their homes right away.

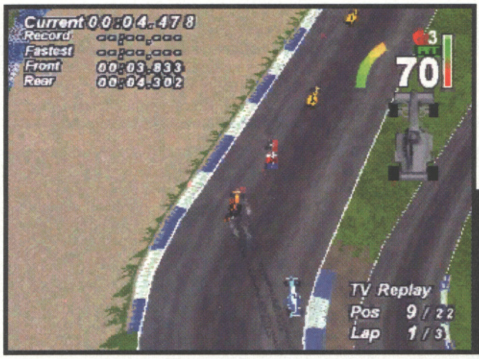
computer and video GAMES

★★★★★

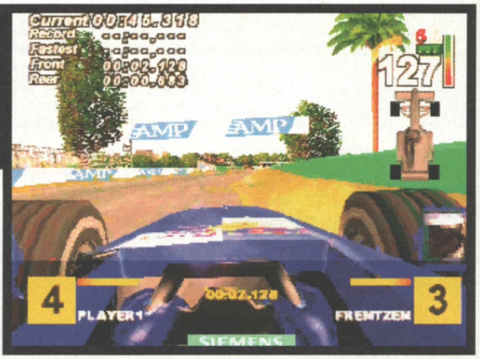
IF YOU LIKE THIS TRY THESE...

ISS Evolution (PS), *FIFA 2000* (PC), *ISS Millennium* (N64)

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK**


Current 00:04.478
Record
Fastest
Front 00:03.833
Rear 00:04.302
70
TV Replay
Pos 9/22
Lap 1/3

The replay mode lets you view your race from a birds-eye angle...


Current 00:46.318
Front 00:02.128
Rear 00:00.683
127
AMP
4 PLAYER1
3 FRENTZEN
SIEMENS

The TV-style banners really add to the Formula One racing atmosphere

F1 WORLD GRAND PRIX

Grand Prix racer sticks to the formula

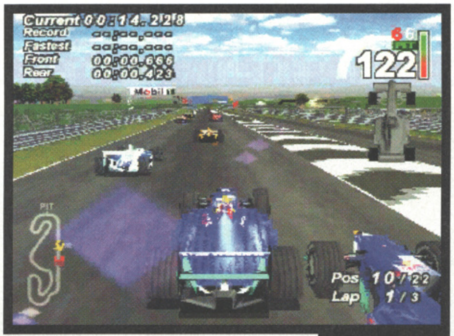
WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW

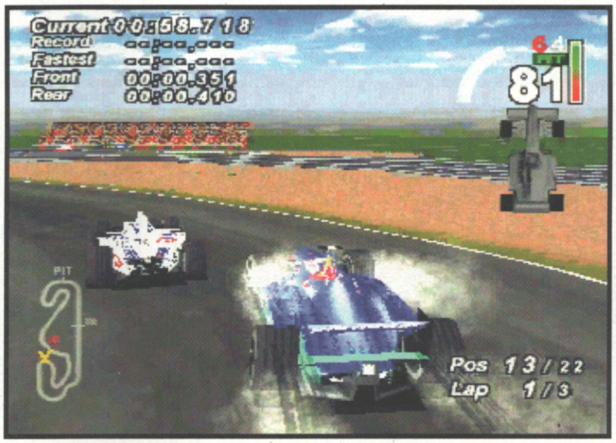
It's another official F1 game, this time boasting teams and stats from the 1999 Championship. All your favourite Formula One features are here, including real-life teams, cars and tracks. TV-style presentation and authentic touches will make you feel at home. The only thing missing is a race commentary, otherwise the F1 magic is complete.

F-ONE FOR ALL

Don't panic if you're not a fan of the sport because this game has loads of features to help ease you in. The most useful of these is the driver assist mode. This can help you to brake at the right moment and give you a friendly nudge if you're straying off the course. If you're a real F1 fan, you'll find enough stats to crunch and true-to-life features to keep you drooling over your steering wheel. The graphics are good, with almost no pop-up or fogging up ahead. The replay mode is also one of the best we've seen, letting you view your races from almost any angle. It's especially useful for seeing where you went wrong and for seeing how the expertly controlled computer cars tackle the same bits.


Current 00:14.228
Front 00:00.666
Rear 00:00.423
122
PIT
Pos 10/22
Lap 1/3

Weave past your opponents at the starting grid

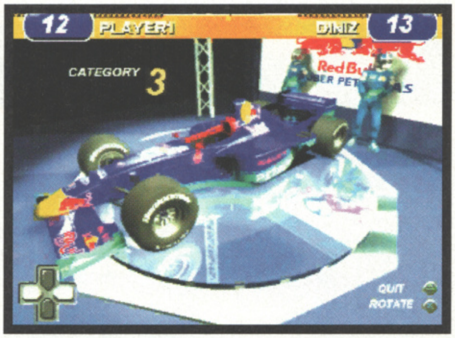

Current 00:58.718
Front 00:00.351
Rear 00:00.410
81
PIT
Pos 13/22
Lap 1/3

IN THE GRAVEL AGAIN

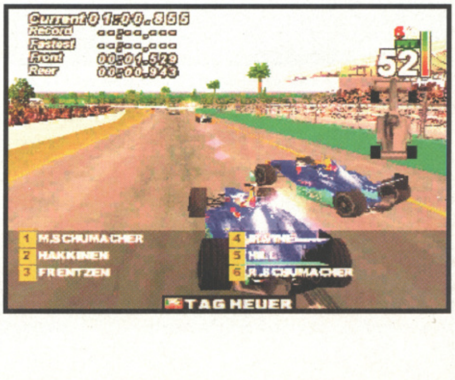
It's not all chequered flags, though. Like the recent Dreamcast version, there's a steep learning curve to handling the cars. Even with the driver assist mode you'll still spend a lot of time spinning out on the corners. Add to this the sometimes sluggish controls and you have a game that perhaps only the more die-hard fan will persevere with. The two-player mode is fun and is livened up by pitting you against your mate and three other computer-controlled cars.

WORTH PLAYING?

With its slick presentation, authentic F1 features and masses of options, there's a lot to recommend *F1 WGP*. It's a big and challenging game. If you're less bothered about F1 though, you may be put off by the lack of instant thrills.


12 PLAYER1
DINIZ 13
CATEGORY 3
QUIT
ROTATE

Check out your team's stats in the garage – oo-er, missus


Current 01:00.855
Front 00:01.529
Rear 00:00.943
52
1 M.SCHUMACHER
2 HAKKINEN
3 FRENTZEN
4 IRVINE
5 HILL
6 R.SCHUMACHER
TAG HEUER

BUZZIN
Bridgestone
PlayStation

computer and video games
★★★

IF YOU LIKE THIS TRY THESE...
F1 '99 (PS) *F1 Grand Prix 2* (PC)

JET RIDER 3

Speed your way across land, sea and… er, lava

WHAT YOU NEED TO KNOW
Blast your way past your opponents in this super-fast jet bike racer. By the time you're done you'll have powered through a treacherous ancient city, futuristic subway system and a lava-filled active volcano. There are 11 bikes available, along with a variety of player modes including a two-player head-to-head. Unlock extra courses in the season Championship mode.

GRAPPLE AND HUM
One of the best features in *Jet Rider 3* is the grapple system. Dotted around the courses, especially near the toughest bits, are glowing pylons. By holding L2 or R2 when you're close to one, you'll be swung out of danger by a mystical purple forcefield. The courses are well-designed, with short-cuts and obstacles aplenty, but you'll have to work hard to unlock them all. This game is tough and you'll be thankful for the practice mode.

WORTH PLAYING?
Jet Rider 3 is an enjoyable game. The graphics are good and the game is very fast. However, the handling of the jet bikes takes some getting used to and you'll spend a lot of time smacking into walls. Success depends on using the grapple system, the powerslides and the turbo boost in perfect harmony, and this can take a while to perfect. A good antidote to the po-faced racing sims available.

PlayStation

COST: £39.99
OUT: MAR
MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/ DUAL SHOCK

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE…
Wave Race 64 (N64)

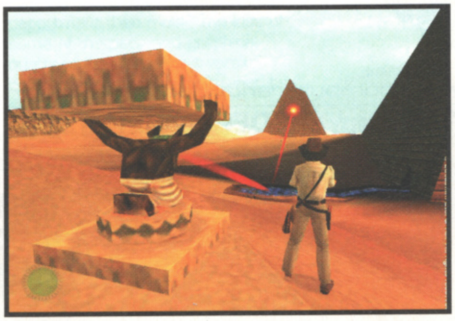
INDIANA JONES AND THE INFERNAL MACHINE

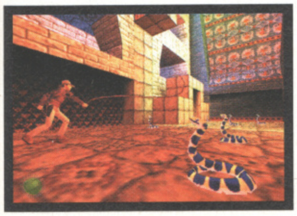
Dr Jones quest for originality

WORDS: DEAN SCOTT **SCREENSHOTS:** LUCASARTS

WHAT YOU NEED TO KNOW
Indiana Jones returns to your monitor in amazingly predictable style: á lá *Tomb Raider*. Of course, when Lara made her debut we called her the copycat. Oh, well.

SMASH THE SOVIETS
As compelling as the movies, Indy has to recover the Infernal Machine – an ancient artefact with frightening destructive powers – before those crazy commies get their hands on it. The music of the film is here and puts you in the right mood.





TOMB RAIDER, TOO
The gameplay and controls are pure *Tomb Raider*, except Indy's trusty bullwhip can be used occasionally to swing across chasms and climb. He also gets to drive more vehicles than Ms Croft did in a single instalment, including jeeps, dinghies and helicopters. But the graphics are disappointingly predictable, and the controls are clunky.

WORTH PLAYING?
Indiana Jones and the Infernal Machine is a cool game, it's just a shame LucasArts couldn't have been more original. *Tomb Raider* fans can buy with confidence.

PC CD ROM

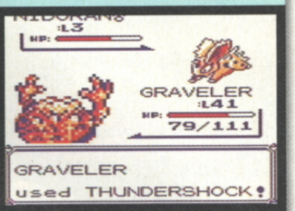
COST: £29.99
OUT: NOW
MULTIPLAYER: NO
COMPATIBLE: KEYS/JOYPAD/ JOYSTICK

computer and video Games
★★★

LONG TERM TESTS

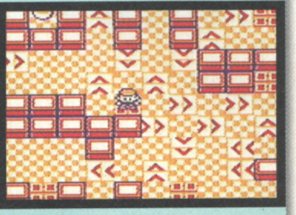
POKEMON RED/BLUE

FORMAT: GAME BOY COLOR
COST £24.99
MULTIPLAYER: 1-2
COMPATIBLE WITH: LINK CABLE



GRAVELER
used THUNDERSHOCK!

How long to catch them all?



WHAT'S THIS POKEMON BUSINESS ALL ABOUT?
This game's about collecting. You play Ash, a ten-year-old boy who sets out to become a Pokémon master. To do this you have to capture cat-sized monsters called Pokémon, which can be kept as pets to fight other Pokémon.
ISN'T THERE MORE TO IT?
Yes. The story takes you adventuring through fields, forests and caves, never knowing whether a super-rare Pokémon is around the corner. Very exciting.
SOUNDS ALL TOO EASY
Nope. Collecting and fighting Pokémon becomes a tricky business and you'll soon need to start using some strategy.
THERE'S GOT TO BE A DOWNSIDE, EH?
Every Ying has a Yang and *Pokémon* is no different. The music does get on your nerves after a while and will have you reaching for the volume control.
IS MULTIPLAYER COOL?
Sure is. Connect up with a friend to either trade Pokémon or battle against each other with the Pokémon you've already trained. A well-made game which is very addictive.

Chris Nicholls, Barnet

WHEN DID YOU FIND OUT?

WELCOME TO
computer and video
Games

THE LAUNCH OF PLAYSTATION 2

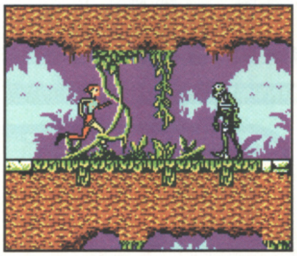
www.computerandvideogames.com
8:00pm 13 SEPTEMBER 1999

QUAKE 3 ARENA FOR DREAMCAST

screenshots from pc version

www.computerandvideogames.com
9:34am 25 DECEMBER 1999

TOMB RAIDER ON GAMEBOY



www.computerandvideogames.com
12:00am 22 DECEMBER 1999

METAL GEAR SOLID PS2 DETAILS

www.computerandvideogames.com
4:09pm 15 OCTOBER 1999

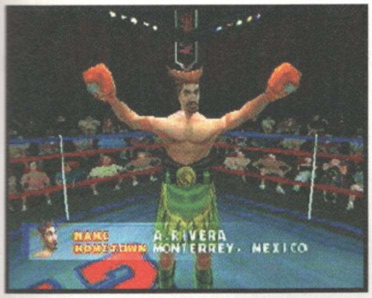
SEGA'S NETWORK KINGDOM

www.computerandvideogames.com
7:30am 01 DECEMBER 1999

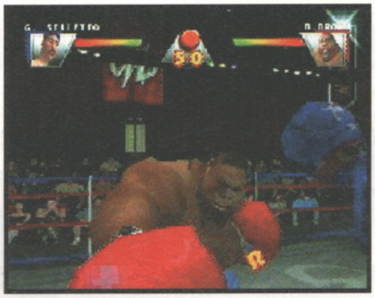
FIND OUT FIRST AT ...

www.computerandvideogames.com

LINKS TIPS REVIEWS SHOP NEWS PREVIEWS CHARTS



To the winner, the spoils. To the loser, a spoiled face



First-person mode: looks amazing, impossible to play

PlayStation

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **ANALOGUE/ DIGITAL PAD/ MEMORY CARD**

READY 2 RUMBLE BOXING

Comedy fighter lands an impressive uppercut on Sony's machine

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

Ready 2 Rumble Boxing was the surprise package of the Dreamcast launch; a good boxing game that's fantastically funny to play. Two players will be in fits as they scrap with the game's superb characters. Also, a cool one-player mode lets you train a fighter and take him up the ranks to the world title. PlayStation owners can now step into the ring and join the action.

ALMOST THE SAME

The Dreamcast version has superb graphics, and the PlayStation version does a great job of replicating them. From a distance it looks like the same game, even if the action is a touch slower. Little of the game's comic effect is lost and it's still tremendous fun to punch a friend in the back of the head and watch him gob out saliva and girn in pain.

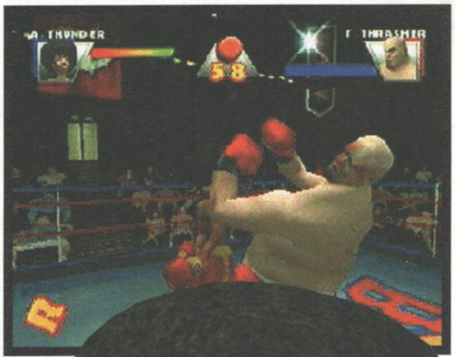
OUCH! THAT MUST HAVE HURT.

RUMBLE IN THE JUNGLE

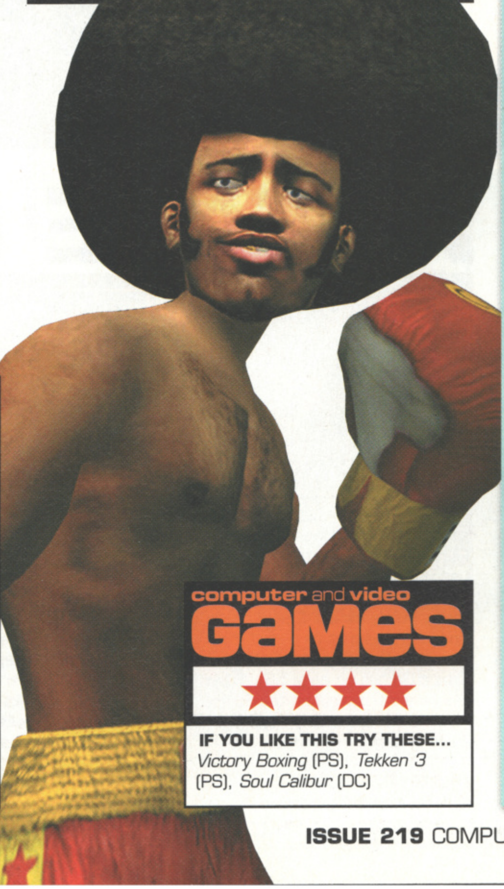
Playing the game is a simple affair, with button bashers still able to slug it out with those who take the trouble to learn combos. Land six crisp headshots without being knocked down and your boxer can select Rumble mode, giving him extra speed and power and a cool pair of glowing gloves. Bouts frequently boil down to a hilarious slug-fest, just so somebody can get the rumble on.

WORTH PLAYING?

The one-player mode is a bit too easy to crack, but the most fun in fighting games comes in pummelling a friend, and *Ready 2 Rumble* offers more laughs in this department than most. The loss of some of the pace and graphical quality of the Dreamcast version downgrades the experience, but it's still one cool game.



A.THUNDER
T.THRASHER
45
RUMBLE



computer and video
Games

★★★★

IF YOU LIKE THIS TRY THESE...
Victory Boxing (PS), *Tekken 3* (PS), *Soul Calibur* (DC)

LONG TERM TESTS

DUNGEON KEEPER 2

FORMAT:	**PC**
COST	**£29.99**
MULTIPLAYER:	**1-4 (INTERNET)**
COMPATIBLE WITH:	**MOUSE/ KEYBOARD**

Spank me – it's Horny

DO I HAVE TO BE INTO SPANKING AND WHIPS?
Of course not. *Dungeon Keeper 2* is a god sim. You're the keeper and must construct dungeons to attract hordes of evil creatures. Send them to battle with legions of goodie-two-shoe-heroes to claim the land for yourself.

WHAT'S IT LIKE FURTHER DOWN THE LINE?
Very involving. You get attached to the minions that took you ages to train, and you'll grow to love torturing your enemies' finest after a long battle.

SO IT IS ABOUT SADO-MASOCHISM THEN?
No, no. Unless you actually enjoy the occasional frustrating aspects of the game, like the artificial intelligence, which can sometimes be a bit harsh.

LIFE AFTER ONE-PLAYER?
There sure is. Playing against the computer is fine, but real people who use the same dirty tricks as you is something else.

IS IT WORTH BLOWING £30?
Yes. Money well spent on a game you'll play for months. Sure, it may be a little slow to start, but take the time and you'll be hooked for ages.

DAVID NIMMO, NEWCASTLE

STAR TREK: HIDDEN EVIL

Finally, a Star Trek game that's more entertaining than the Captain's Log

WORDS & SCREENSHOTS: PETER WALKER

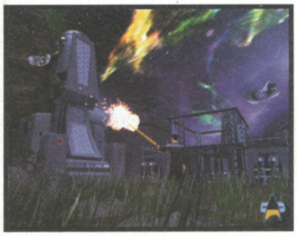
PC CD ROM

COST: **£29.99**
OUT: **NOW**

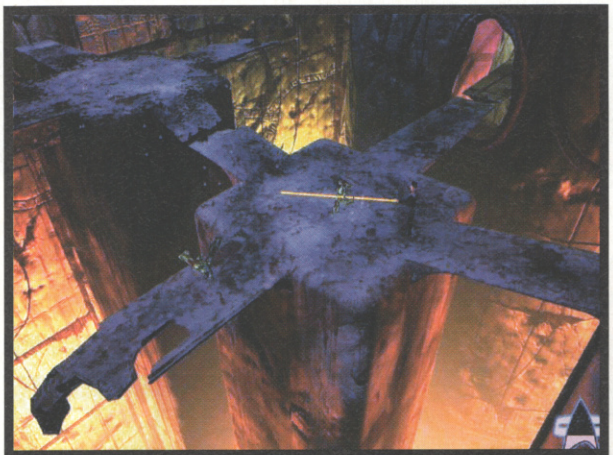
MULTIPLAYER: **1**
COMPATIBLE: **MOUSE/KEYS**

WHAT YOU NEED TO KNOW
One of a fistful of upcoming games set in the tight-top-and-phasers Star Trek universe. This one's an adventure. And it's surprisingly good, even though you play a Next Generation Star Fleet officer with a stupid name – Sovok. You want to prove yourself but have been posted to a backwater. Fortunately, The Enterprise turns up and you set off adventuring with Picard and Data.

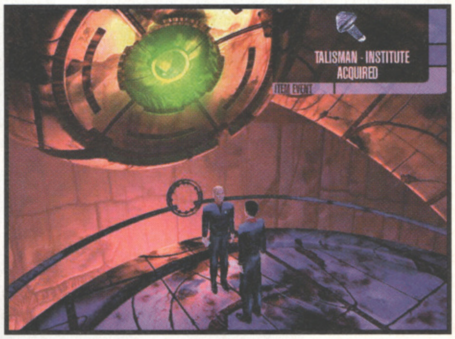
PHASERS TO STUN
You've hardly started your investigations of alien ruins when things go wrong and the fun begins. Action sees you blasting creatures with phasers while adventuring means running around in third-person through impressive, richly-textured environments doing what baldy and yellow eyes tell you. The plot involves two alien races from the same planet and in true Star Trek style unravels as you press on.

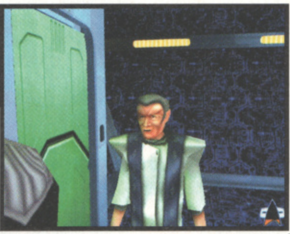


WORTH PLAYING?
Straightforward gameplay, nice visuals and a reasonable plot make this game worth playing if you're into adventuring with the emphasis on puzzle-solving. A taste for sci-fi helps, but if you hate all things Star Trek then it's a total no-brainer.

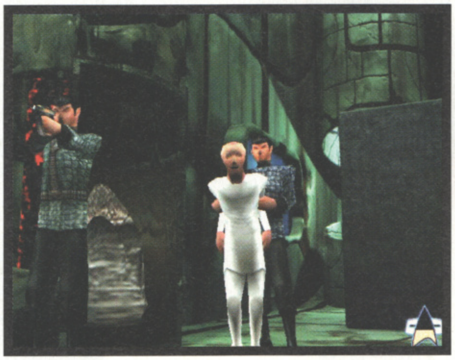


If this isn't Star Trek, then that's a big light sabre





A huge industrial hairdryer. Jean Luc needs it for his big (but bald) head



computer and video games
★★★★

IF YOU LIKE THIS TRY THESE...
Gabriel Knight 1-3 (PC), *Nocturne* (PC)

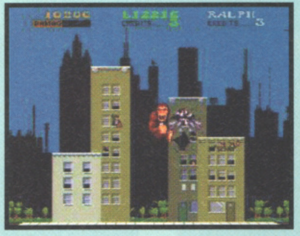
ARCADE PARTY PAK

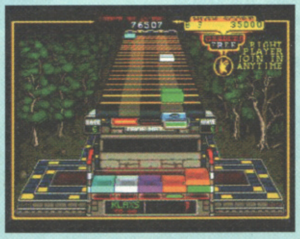
WORDS & SCREENSHOTS: DEAN SCOTT

PlayStation

COST: **£29.99**
OUT: **JAN**

MULTIPLAYER: **3 ON SOME**
COMPATIBLE: **ANALOGUE/ DIGITAL PAD/ MULTITAP/ MEMORY CARD**

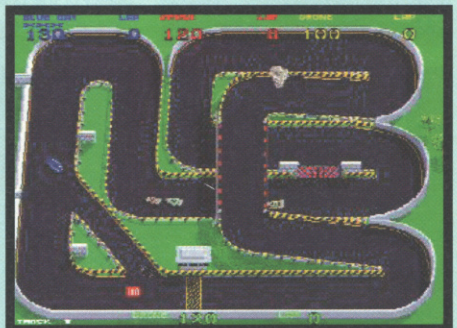




WHAT YOU NEED TO KNOW
Games company Midway is enjoying a resurgence: first it made you cry with laughter in *Ready 2 Rumble*, and now you'll shed a tear of nostalgia over the *Arcade Party Pak*: six arcade classics for the PlayStation, exciting anyone old enough to remember them.

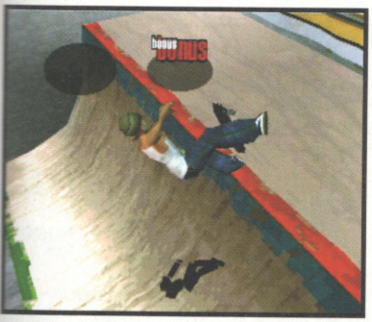
THE LINE UP
Smash TV is a classic shooter, where you take part in a futuristic gameshow, like in the movie, The Running Man. This version lets you use your analogue sticks for maximum authenticity. It still rocks today. Puzzle classic *Klax* is next up, and we rated that as one of the top puzzlers of all time (see Best Ever Puzzle Games on page 56). *Super Sprint* is a three-player, top-down racer which looks very basic but plays brilliantly.

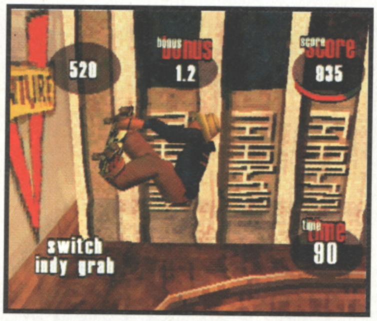
WORTH PLAYING?
The other three games in the pack aren't quite so hot. *Toobin* is a fun arcade racer in which you send a man on a rubber ring down waterfalls. In *Rampage*, three players rip up buildings like King Kong, but your interest will quickly wane as the gameplay is stinky. Skateboarding sim *720* brings up the rear, and looks very sad in the face of *Tony Hawk's* new-school shred. Four from six isn't bad, and strip away the effects of nostalgia and you're still left with an entertaining distraction.



Super Sprint: Its crap looking viuals hide a superbly playable racing treat. Trust us on this one

computer and video games
★★★★





PlayStation

COST: £34.99
OUT: JAN
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ MEMORY CARD**

THRASHER: SKATE AND DESTROY

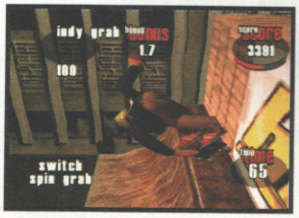
New kid on the block gets blown away by the master

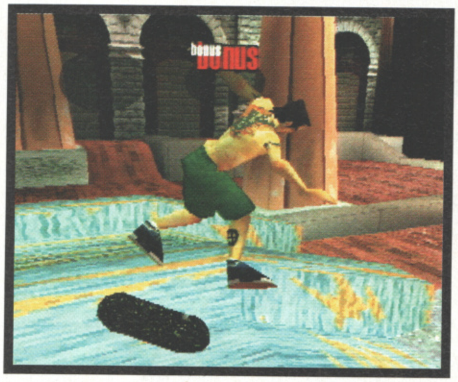
WORDS & SCREENSHOTS: DEAN SCOTT

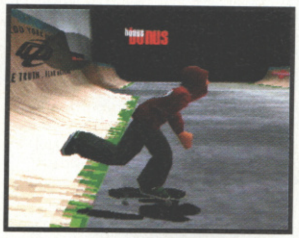
WHAT YOU NEED TO KNOW
Thrasher is a big skateboarding mag in the States, and it has put its name to a simulation-style skating game. You progress from one level to the next by busting enough tricks to attain a set points score, and getting the hell out of there before the cops do you for trespassing and zap you with a tazer.

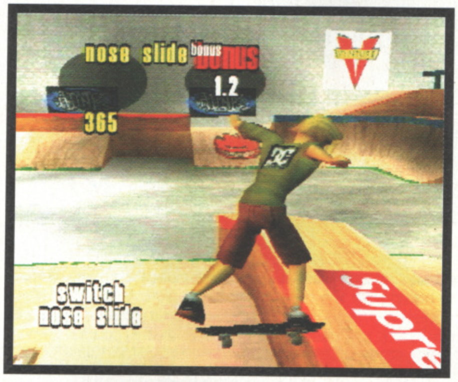
BOGUS DUDE
The first thing you notice about this game is the skater's lack of pace. Skateboards shouldn't go like Ferraris, but you should feel a good sense of speed when you're on one. The trick system is tough to get to grips with and can be frustrating. Even after a couple of hours building your skills it doesn't get much better: doing tricks is rarely exciting and the one-player game lacks the sparkle of *Tony Hawk's Skateboarding*.

WORTH PLAYING?
Skateboarding games were a dull affair until *Tony Hawk. Thrasher* is a return to the old standard of mediocre skating games, despite some interesting two-player modes and a great hip hop soundtrack. Skaters could rent it for curiosity's sake, but they'll be back kicking it with master Tony in no time.

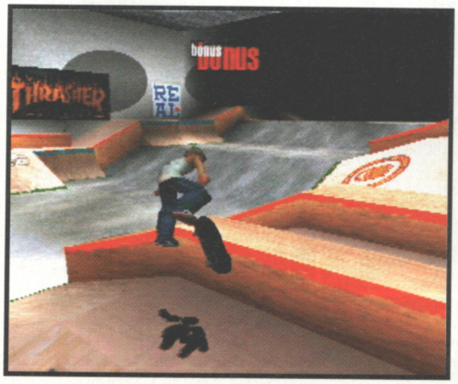








Pull off a switch nose slide – if you can be bothered



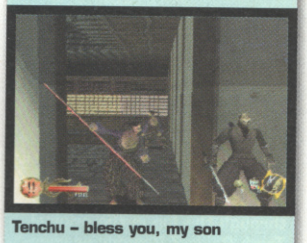
computer and video **Games**
★★

IF YOU LIKE THIS TRY THESE...
Tony Hawk's Skateboarding (PS), *1080 Snowboarding* (N64)

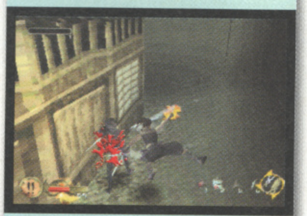
LONG TERM TESTS

TENCHU

FORMAT:	**PLAYSTATION**
COST	**£19.99**
MULTIPLAYER:	**NO**
COMPATIBLE WITH:	**DUAL SHOCK**



Tenchu – bless you, my son



WILL I BE INSTANTLY HOOKED?
Probably not. Squidgy controls, mediocre graphics and erratic enemy AI ought to make Tenchu unplayable. But those with enough patience should find a highly enjoyable game.
WHAT'S THE SCORE?
The setting is feudal Japan. Playing as either a male or female ninja, you must complete ten missions by living in shadows, striking from behind and spying from rooftops.
SNEAKY THEN, HUH?
The emphasis is definitely on stealth. Killing quickly is the best way to avoid losing precious energy. Severed limbs and spilt blood gave *Tenchu* an 18 rating.
HMM. SOUNDS FAMILIAR
Comparisons are inevitable, but *Tenchu* is different. It also has one gruesome trump – the bodies of the dead stay where they fall and can be found by passing patrols. Now that's class.
I'M SURE TO GET BORED
The overall package may be rough but it has a unique historical atmosphere.
Catriona Mac Farlane, Glasgow

■ All long-term tests are written by readers.

PC CD ROM

COST: £19.99
OUT: NOW

MULTIPLAYER: **ONLINE**
COMPATIBLE: **REQUIRES ORIGINAL HALF-LIFE GAME/MOUSE/KEYBOARD/JOYSTICK**

The god of 3D action games has its second coming

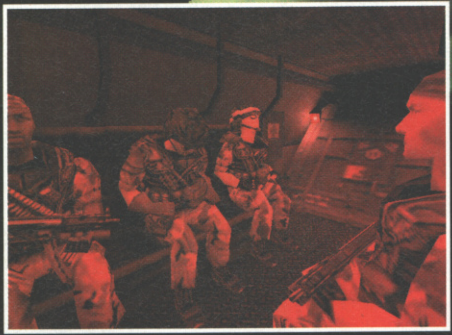
WORDS & SCREENSHOTS: DEAN SCOTT

HALF-LIFE OPPOSING FORCE

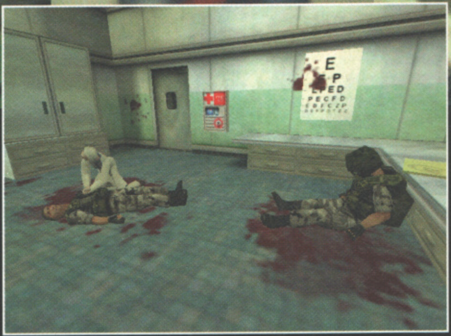
The truly great moments in videogame history just aren't the same the second time around. Remember that moment of stunned panic when the T-Rex's head appeared through the fog in the original *Tomb Raider*? Remember your genius in smearing ketchup on Solid Snake to make the guards think he'd killed himself in his prison cell in *Metal Gear Solid*? Wouldn't it be great if you could play one of those classics again like it was the first time, and get that amazing adrenaline rush all over again? Dream no more. For *Half-Life* fans, this impossible prayer has become a reality with the first official mission disc. This time you take to the familiar Black Mesa complex as one of the numerous soldiers who tried to kill your character the first time around. And it's as utterly fantastic as the original game.

THE PLOT

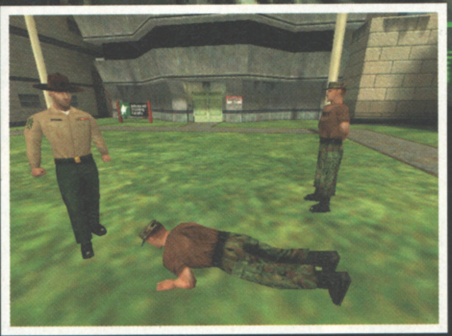
Half-Life had one of the most compulsive plots of all time, and the successor boasts a similarly gripping narrative. You take charge of Corporal Adrian Shepherd, who is being airlifted into the Black Mesa Research Facility. He's been sent to silence Gordon Freeman and the other scientists about the 'resonance cascade' that accounts for the flesh-ripping mutants which are everywhere.



Some of Hollywood's finest action movies have their fingerprints all over *Opposing Force*. The opening sequence is pure Predator – battle-hungry troops with no idea of the hell that awaits them



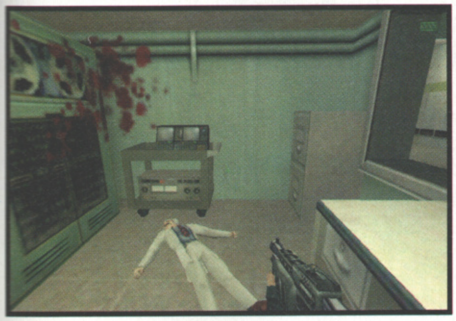
Your mission objective quickly switches from 'kill Gordon Freeman' to 'get the hell out of this place with your guts still on the inside of your body' when the full-scale of the alien horror presents itself

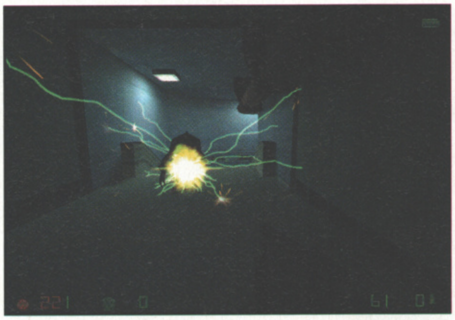


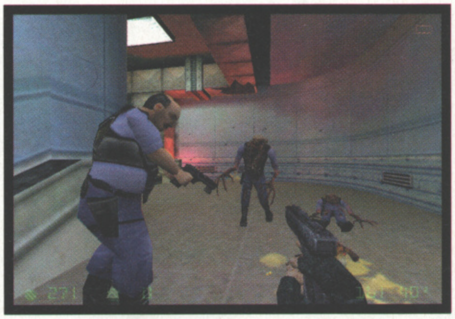
Don't assume that your existing *Half-Life* skills are enough. As well as getting some Full Metal Jacket-style abuse from the drill instructor, you'll also learn critical new skills, like rope climbing

WELCOME BACK

Half-Life veterans probably know the Black Mesa complex better than they know their own living room. But for the most part you'll be exploring unseen territory here. The *Half-Life* touch for the set piece is also retained: try swinging from a severed lift cable 200 feet in the air, or praying for a door to open so you can escape a room flooding with toxic waste.

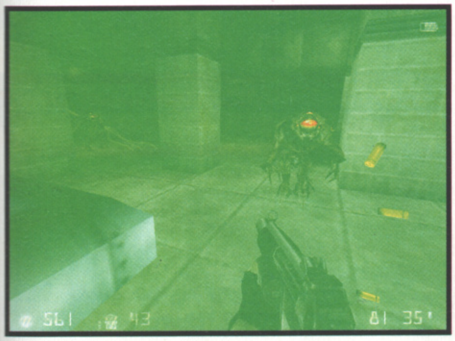

This time, the scientists are naturally more suspicious of you. Whereas Freeman could expect medical attention from them, you can only expect abuse. You'd be forgiven for losing your patience

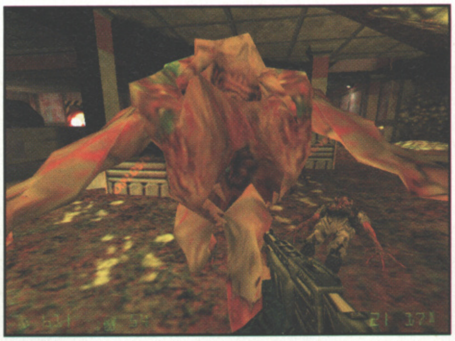

A flash of green light and a whoosh, and even seasoned *Half-Life* players are running for cover. The one-eyed, electricity-spitting fiends from the first game are back

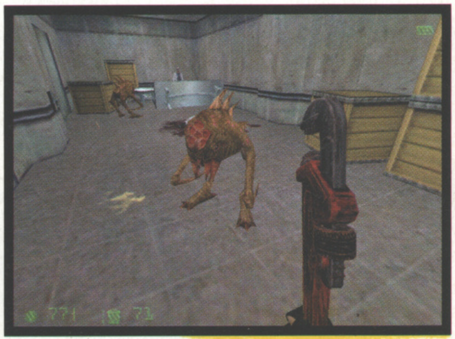

You can still rope-in characters to your survival mission. It's frustrating to keep urging along the less willing, but even a fat guard can prove a useful ally in a corridor full of vicious aliens

NEW AND IMPROVED

Although *Opposing Force* is set at the same time as the original, a whole host of new features, creatures and weapons have been packed in. The fantastically powerful alien weaponry is now at your disposal if you can find it, and you can engage the new mutants hand-to-hand with your new mêlée weapons – the wrench and the Bowie knife.

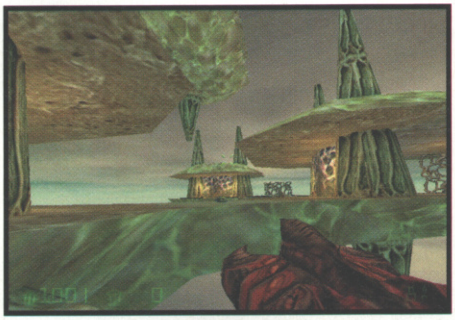

Stalking the darkened corridors is a tense and creepy experience. You never know when the next headcrab is going to try and latch on to your face. Whereas Freeman had a torch, Corporal Shepherd has full-on night vision

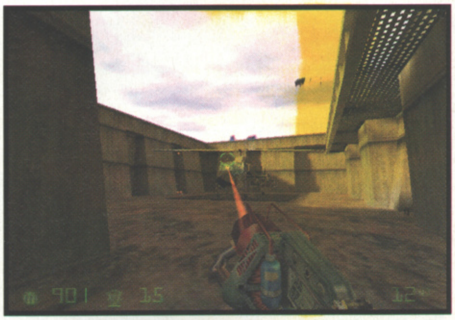

One of the deadliest additions to the alien roster is this freakish zombie with a snapping, salivating jaw in his chest. He debuts after you've just dodged through a furnace and escaped a jet of fire by running along a duct. Great timing


You can put your wrench to good use on these little maniacs. They're amazingly quick, but still find time to spit green acid into your face. By the time you've drawn your gun he'll be chewing on your face, so club him to death

DEATHMATCH

Opposing Force doesn't bring any new multiplayer modes to the *Half-Life* party, but it does feature a clutch of new levels designed by an elite band of industry all-stars. Designers who've worked on games like *Quake: Scourge Of Armagon*, *SiN*, *Unreal*, *Daikatana* and *Thief 2* all let their imaginations run wild so you can blast your mates in some sexy new surroundings, including the alien homeworld of Xen. Deathmatching in *Half-Life* is a bit more cerebral than in *Quake 3*, and we'd advise hardened fans to give it a go. You'll be a more formidable opponent on any shooter if you master both.


Dripping with goo and gunk, Xen isn't necessarily the place to spend a summer holiday. A few hours spent maiming friends is okay, though


Remember the Moonraker laser in *Goldeneye*? *Half-Life: Opposing Force* gives you a similarly destructive beam weapon

WHAT WE THOUGHT

NOT JUST AN ADD-ON

You might have read the words 'mission disc' at the top of this review and been sceptical. Don't be. *Opposing Force* takes add-ons further than they've ever been before, and is an essential purchase for any *Half-Life* player. It's like discovering a whole load of new chapters in the best book ever, or watching an extended version of your favourite movie.

SIMPLY AMAZING

The best recommendation is that if it had been included as part of the original *Half-Life* package, you wouldn't have batted an eyelid. It shares the same fantastic plot, compulsive pace and superb level design. *Half-Life* is undoubtedly one of the finest computer games ever crafted and *Opposing Force* does it superb justice.

THE VERDICT

In 1998 you became Gordon Freeman and sunk into one of the most compulsive single-player campaigns of all time. Now, as Adrian Shepherd, you can repeat the thrill. As deathmatches become the norm for first-person shooters, the *Half-Life* series proves that the lone wolf can still be shaken in alien-infested corridors.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Quake 3 Arena (PC), *Goldeneye* (N64), *Quake 2* (PS)

INTERNATIONAL TRACK & FIELD 2

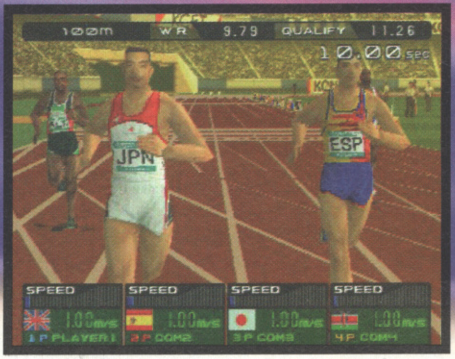
Batter your joypad to pieces in the name of sport

WORDS & SCREENSHOTS: MAURA SUTTON

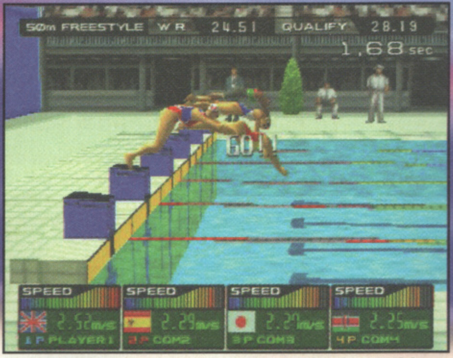
There's no middle ground in the sweat-soaked world of the athletics sim. Either you love the idea of spanking your joypad into oblivion to cross the finish line first, or you'd rather do something less painful. For button-bashing purists who relish a challenge, *IT&F* is the Michael Johnson of athletics games. It may not be wearing nifty gold shoes, but it's the real champion of the genre. The sequel stays true to a very basic formula while delivering amazing visual improvements and some new events.

OLDFAVOURITES

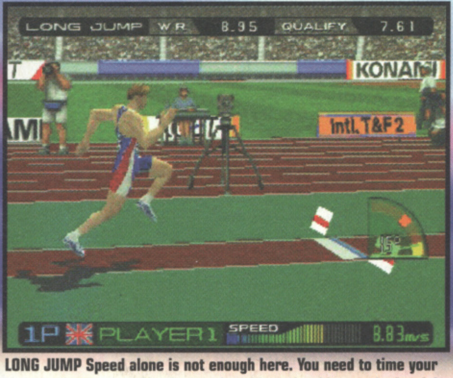
Six events have been retained from the first game, although the joypad-mangling hurdles have sadly bitten the dust. Still, those who love the great traditional athletic skills will be more than happy with what remains.


100m
W.R 9.79
QUALIFY 11.26
10.00sec
JPN
ESP
SPEED
1.00m/s
1P PLAYER1
2P COM2
3P COM3
4P COM4

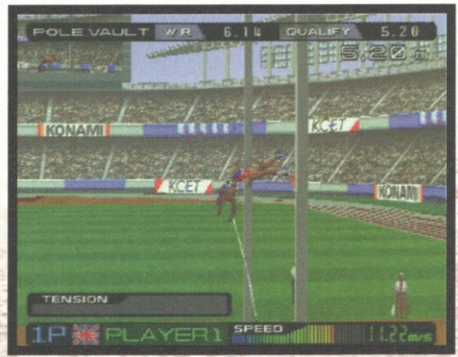
100M This one's all about sheer power. Pummel away on those buttons till your fingers feel like throbbing sausages, and don't look up until the finish line


50m FREESTYLE
W.R 24.51
QUALIFY 28.19
1.68sec
SPEED
2.52m/s
2.29m/s
2.27m/s
2.25m/s
1P PLAYER1
2P COM2
3P COM3
4P COM4

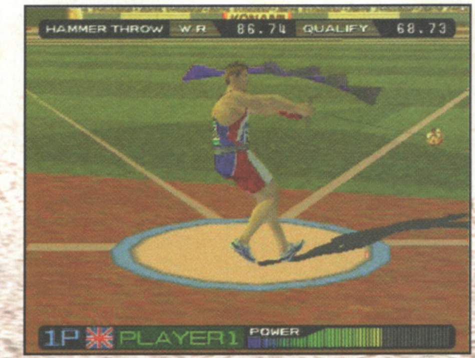
50M FREESTYLE Swimming might look relaxing, but this certainly isn't. Make sure you get a really fast start off the blocks or you've got no chance of winning


LONG JUMP
W.R 8.95
QUALIFY 7.61
KONAMI
Intl. T&F 2
1P PLAYER1
SPEED
8.83m/s

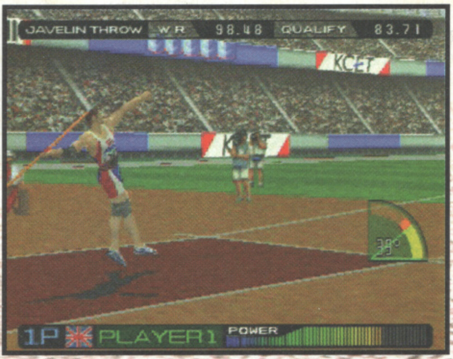
LONG JUMP Speed alone is not enough here. You need to time your jump perfectly to avoid a foul, and you'll need to hit exactly the right angle to make a qualifying jump


POLE VAULT
W.R 6.14
QUALIFY 5.20
5.20
KONAMI
KCET
TENSION
1P PLAYER1
SPEED
11.22m/s

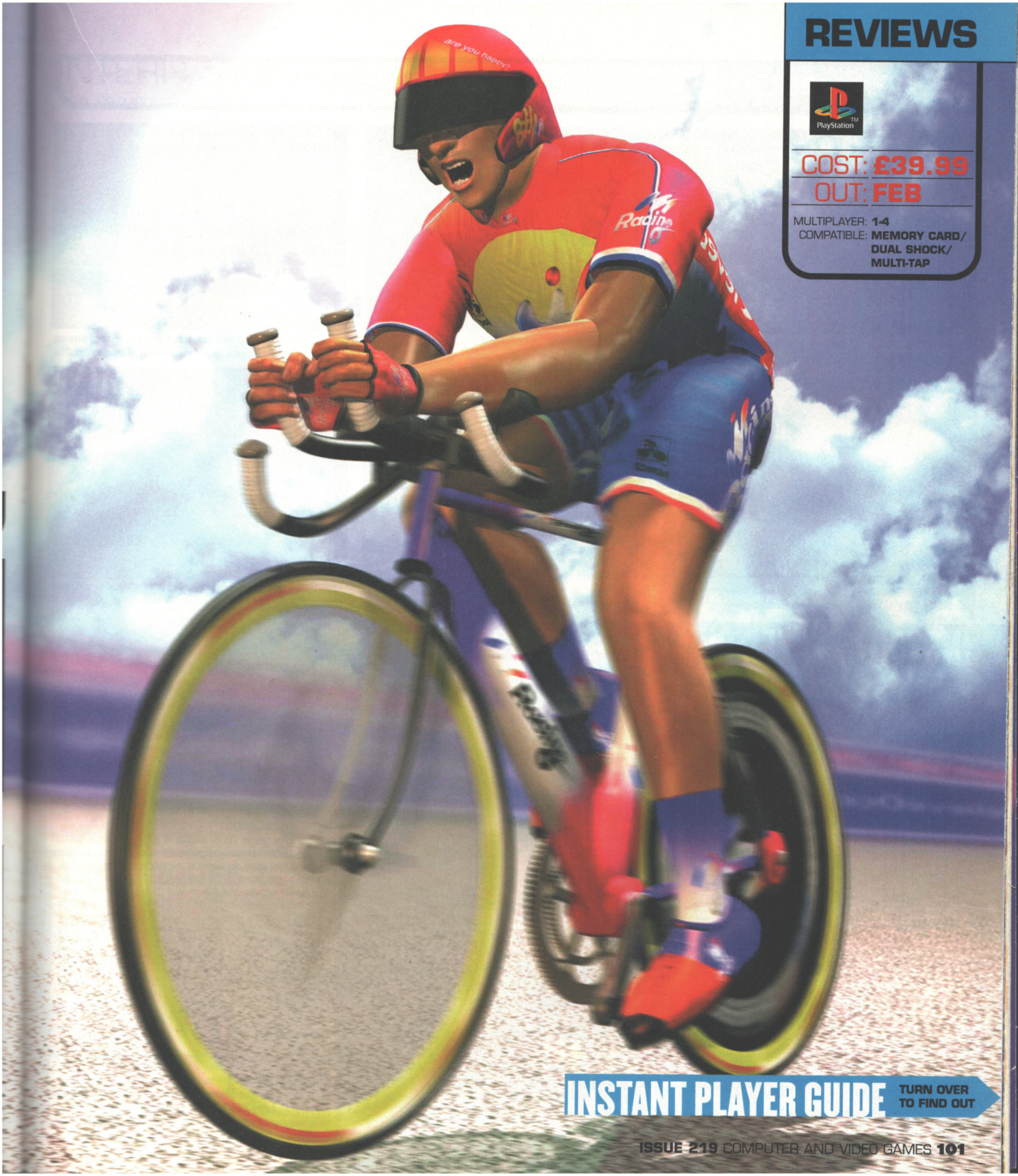
POLE VAULT First you have to choose the height to jump. Then it's all down to getting enough power in your run-up to scale the bar, and knowing just when to let go


HAMMER THROW
W.R 86.74
QUALIFY 68.73
1P PLAYER1
POWER

HAMMER One of the best events, but very tricky. Build up loads of power to get a good distance on your throw, but you'll need lots of practice to avoid hitting the fence


JAVELIN THROW
W.R 98.48
QUALIFY 83.71
KCET
1P PLAYER1
POWER

JAVELIN This one's all about knowing when to stop your run-up. Get a good power burst going and then stop about a metre before the line to avoid a foot foul


are you happy?
Racing

PlayStation

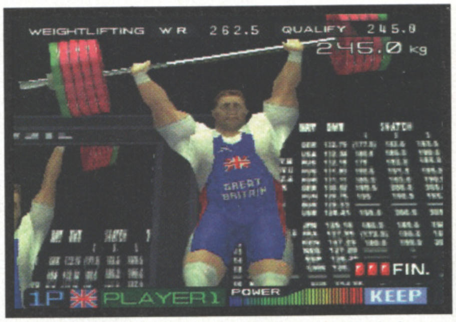
COST: £39.99
OUT: FEB

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/ DUAL SHOCK/ MULTI-TAP**

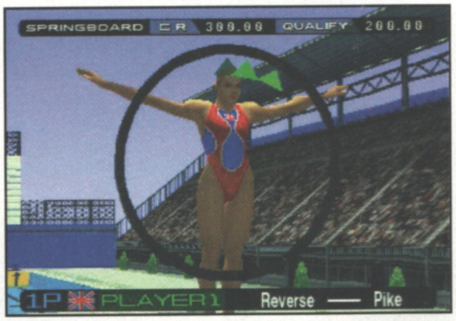
INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

NEWCHALLENGES

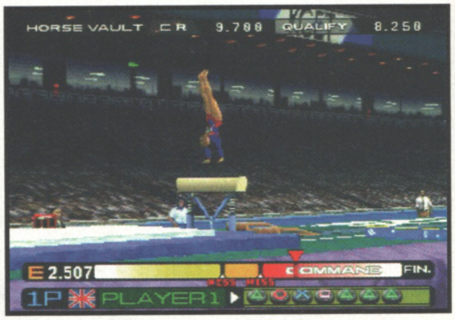
Six new events have been added this time around, and they take full advantage of the improved graphics and more sophisticated control method. It ain't all just about button bashing here.


WEIGHTLIFTING W R 262.5 QUALIFY 245.0
245.0 kg
FIN.
1P PLAYER1
POWER
KEEP

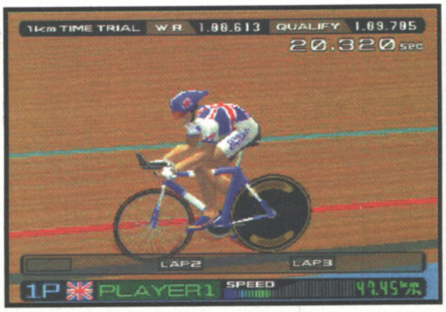
WEIGHT-LIFTING Brilliant and not too hard to master. Hit the buttons at the right time to ensure your guy snatches and holds correctly


SPRINGBOARD C R 300.00 QUALIFY 200.00
1P PLAYER1 Reverse — Pike

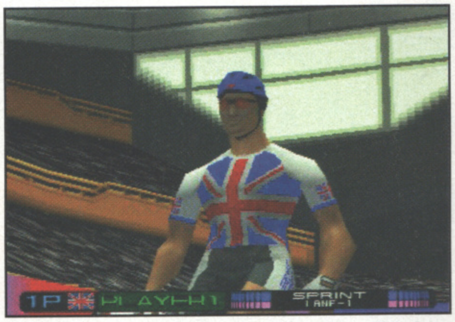
SPRINGBOARD You get to choose the difficulty level of the dives you attempt, but they all require precision timing


HORSE VAULT C R 9.700 QUALIFY 8.250
E 2.507
COMMAND
FIN.
1P PLAYER1

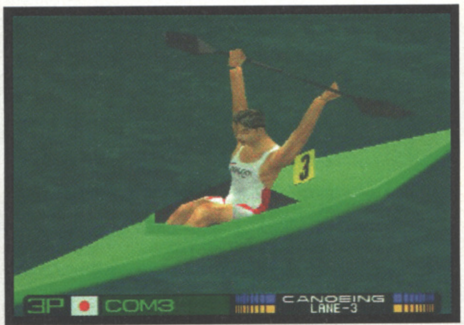
HORSE VAULT You have to time your jumps to perfection and then tap certain buttons in sequence to perform a series of moves


1km TIME TRIAL W R 1.00.613 QUALIFY 1.09.705
20.320 sec
LAP2
LAP3
1P PLAYER1
SPEED
47.45 km/h

1KM TIME TRIAL Sheer agony. Just your man and a bike riding against the clock. Thump your buttons to achieve a qualifying time


1P PLAYER1
SPRINT
LANE-1

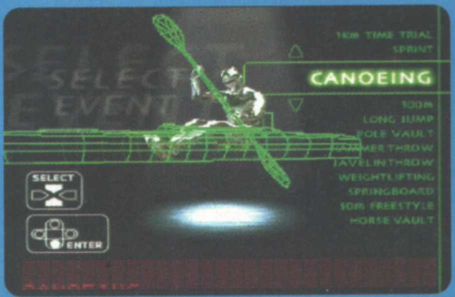
SPRINT The best event to play with mates. Save energy till the last lap to stop your bike rivals putting on a sickening late surge


3P COM3
CANOEING
LANE-3
FIN.

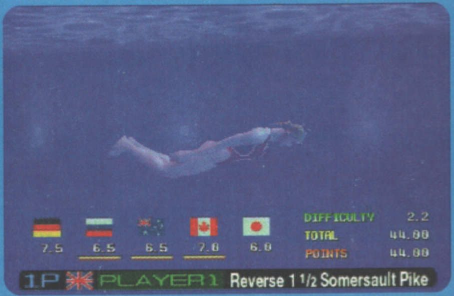
CANOEING Not just about power. Getting the rhythm of your strokes right is vital. Blindly punching buttons will leave you a loser

INSTANT PLAYER GUIDE

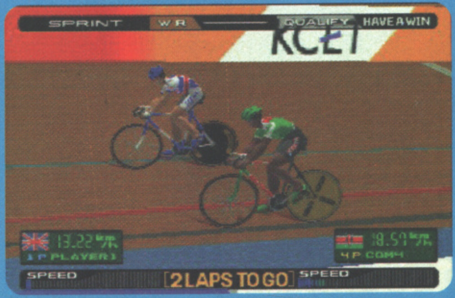
IT&F2 may look like a simple game, but you'll end up a frustrated wreck if you don't take time to learn the various techniques used to excel in all the events.


SELECT EVENT
1km TIME TRIAL
SPRINT
CANOEING
100m
LONG JUMP
POLE VAULT
HAMMER THROW
JAVELIN THROW
WEIGHTLIFTING
SPRINGBOARD
50M FREESTYLE
HORSE VAULT
SELECT
ENTER

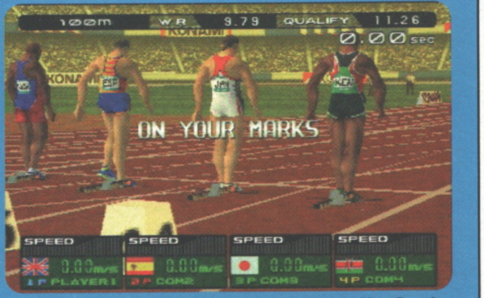
The Challenge mode allows you to practice events without needing to qualify. Practice enough and you'll storm through Arcade mode


7.5
6.5
6.5
7.0
6.0
DIFFICULTY 2.2
TOTAL 44.00
POINTS 44.00
1P PLAYER1 Reverse 1 1/2 Somersault Pike

Choose your dives wisely in the Springboard event. Concentrate on perfecting the higher-grade dives to progress


SPRINT W R QUALIFY HAVE A WIN
KCET
13.22 km/h
1P PLAYER1
38.57 km/h
4P COM4
SPEED
2 LAPS TO GO
SPEED

The Sprint is a fiendish event. When practising in Challenge mode, watch how your computer opponent times his power bursts


100m W R 9.79 QUALIFY 11.26
0.00 sec
KONAMI
ON YOUR MARKS
SPEED
0.00 m/s
1P PLAYER1
2P COM2
3P COM3
4P COM4

In the 100M dash, a good start off the blocks is everything. Practice to get it just right – go too soon and you'll be guilty of a false start

WHAT WE THOUGHT

WORLD CLASS

One of the most impressive aspects is the classy graphics. Selection screens are just beautiful, while the character animation is uncannily realistic. The way the athletes fiddle with their shorts and wave to the crowd is astoundingly life-like. The spot-on sound effects enhance the realistic feel, with events like the Hammer Throw reverberating with clanging noises.

IT'S A TEAM SPORT

Where this game really excels is in the chance to hook up with mates and pummel each other into the ground. You may do serious damage to joypads and limbs as you attempt to get that bit more power into your wrist action, but it'll be worth it just to see the vein-popping fury writ large on the purple faces of your vanquished foes.

THE VERDICT

IT&F2 has a downside. The controls can be awkward to master (particularly on cycling events) and some events are overly difficult. If you didn't like the first game, you won't like this one, however impressive the graphics. If button bashing is your bag, then you should get set for the living room experience of a lifetime.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
International Track & Field (PS)

INTERNATIONAL TRACK & FIELD 2

The return of the finger-breaking sports fest

WORDS & SCREENSHOTS: MAURA SUTTON

GAME BOY COLOR

COST: **£24.99**
OUT: **FEB**

MULTIPLAYER: **1-2**
COMPATIBLE: **LINK CABLE**

WHAT YOU NEED TO KNOW

It's the big daddy of athletic gaming. In Hyper mode you choose from nine sturdy-looking characters and take them through a series of athletic events ranging from 1500m running to the discus throw. Your points and stamina ratings are totted up at the end of the day and whoever gets the most wins.

PRACTICE MAKES PERFECT

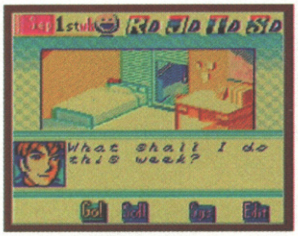
Practice mode is brilliant – you pick an event and perfect your skills. The controls are simple to handle and events start with an explanation of which buttons to press and when.

TELL ME A STORY

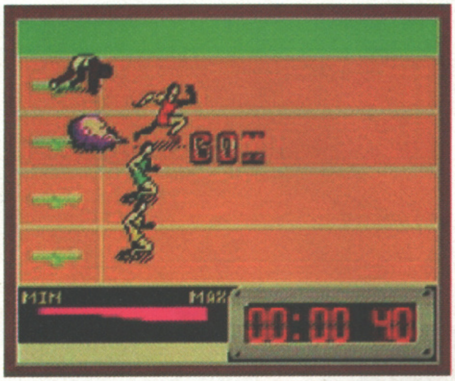
Story mode is unique to the Game Boy version of *IT&F*, offering the chance to train your own athlete. It's cute, with fun graphics showing you how well your guy is doing, as well as lots of typically humourous Game Boy moments. You can even give your character a day off.

WORTH PLAYING?

Unlike the PlayStation version, you get to run the 110M hurdles as well as the finger-crippling 1500M race. It's all very simple, but still makes for an absorbing challenge. The inventive Story mode helps to make this a little more special than the average sports game.


What shall I do this week?

Time to schedule some training for your mini-athlete. Get up you lazy git

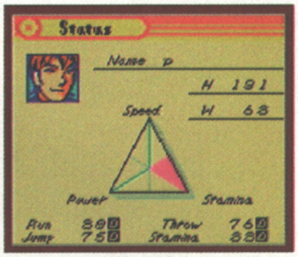


Get pummelling on those buttons right now. So, your fingers are worn down to the bone, who cares? Must win, must win...

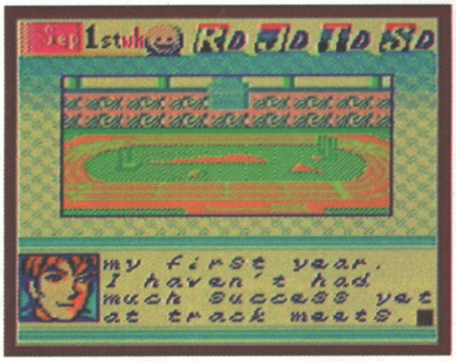
computer and video games

★★★★

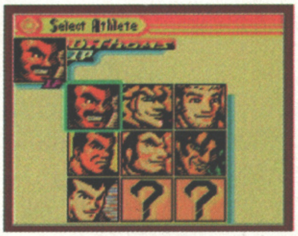
IF YOU LIKE THIS TRY THESE...
International Track & Field (GB)


Status
Name p
H 191
W 68
Run 880
Jump 750
Throw 760
Stamina 880

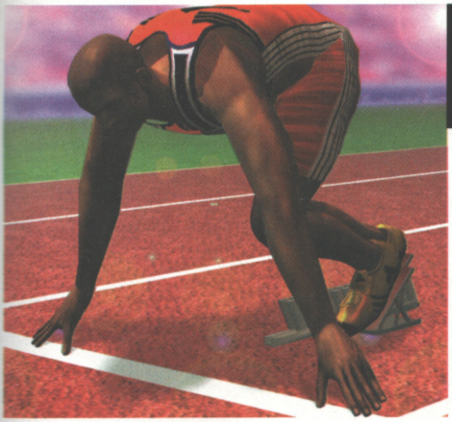
Check out your character's status on the road to supreme fitness


my first year. I haven't had much success yet at track meets.

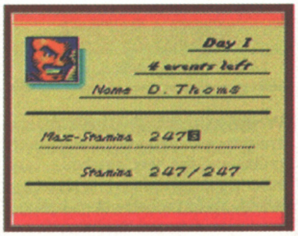
This little guy is unsuccessful – he needs your help, and fast



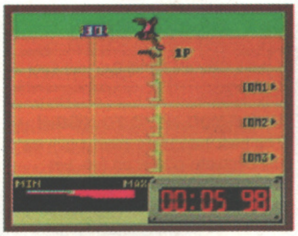
These guys are all crack athletes... honest



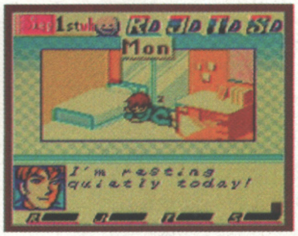
Farting at the start gives you a nice smell-based advantage. They won't see it coming


Day I
4 events left
Name D. Thoms
Max-Stamina 247
Stamina 247/247

Hyper mode stat screen checks progress



The hurdles are back – are you up to it?


I'm resting quietly today!

Call yourself an athlete? Pull your finger out

TECHNIQUES

Hardcore *Track and Fielders* have countless methods of bashing the buttons to bag those world records. Some call it cheating, but in the dog-eat-dog world of digital athletics you've got to innovate to stay ahead. Waggle on.

Game Boy: Place a finger either side of A and B, preventing overshoot while thrashing them with a pen

A sock on the hand will cut down on friction and save your fingers. You will look a complete twat, though

Editor Matt resorts to the 'proper' one finger per button method, and fails to qualify in any event. The fool

Lee takes a coin to his Ascii Grip Pad. The strategic button location makes it awesome for button bashing

COMPETITION

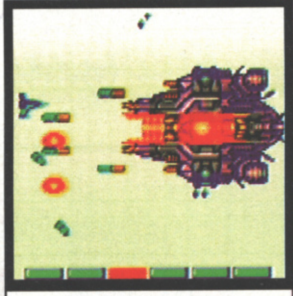
We've got ten copies of the wicked PlayStation version of *International Track & Field 2* to give away. You'll have to supply your own blister cream. Just answer this simple question:

Which of the following is one of the six new events in *ITF2*?

A/Weight lifting
B/Arm wrestling
C/Finger skateboarding

Answers to our usual address

GIVE U



KONAMI GB COLLECTION

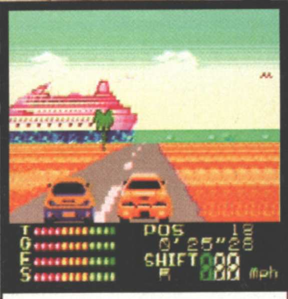
COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
It's a compilation cart featuring *Probotector* (a.k.a. *Contra*), *Gradius* (a.k.a. *Nemesis*), *Konami Racing* and *Castlevania*.

NOT HALF BAD
The couple of gems on here are *Gradius*, which ranked among the Game Boy's best shooters until *R-Type DX*, and the slick side-scrolling *Probotector*. *Castlevania* was OK in its time, but the main character isn't agile enough. *Konami Racing* isn't great either.

WORTH PLAYING?
If you're looking for top value, then you can't argue with four games for the price of one, even though each game has since been bettered in its genre.

★★★



X-COUNTRY RACING

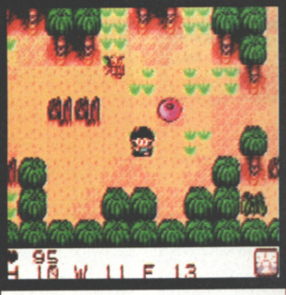
COST: **£24.99**
OUT: **FEB**
MULTIPLAYER: **YES**

WHAT YOU NEED TO KNOW
The best hand-held racing games concentrate purely on fun, yet this new rally game offers tuning and maintenance options that edge it towards sim territory.

SPEED AND DAMAGE
Graphical detail has been limited to keep a good impression of speed, and the cars handle as well as can be expected. Venture too far off the courses and you'll start damaging your car, and might eventually have to retire.

WORTH PLAYING?
It's a credible attempt at squeezing a semblance of realism on to the Game Boy Color, but isn't fun enough to be an essential purchase.

★★★



STRANDED KIDS

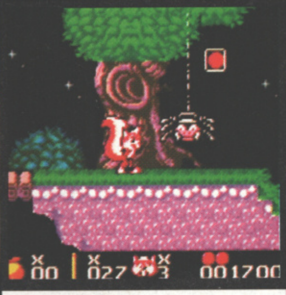
COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
Imagine your dad takes you on a cruise and the boat crashes, leaving you stranded on a desert island. You'd probably start balling your eyes out, and the hero of *Stranded Kids* does just that.

STAYIN' ALIVE
The main aim of this RPG-style game is to keep your character alive on the island and eventually find your way back to civilisation.

WORTH PLAYING?
It's like a Tamagotchi, but one you really care for. The kid roams around in a top-down *Zelda*-style world, and without all the messy stats that can make RPGs dull. It's totally original and totally great. Buy it.

★★★★★



MR NUTS

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
There can be only two reasons to feature a squirrel as a lead videogame character: supreme speed and agility, and mouth/pouch object storage. Mr Nuts does neither of these.

BUG MISMATCH
While the graphics are tasty, some of Nuts' adversaries are curious. Spiders that are bigger than he is? Caterpillars? Any squirrel worth his walnuts would smite these bugs in the wild. Six worlds of repetitive platforming don't redress the balance.

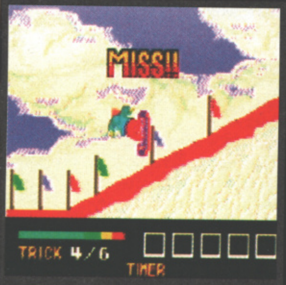
WORTH PLAYING?
It's a competent enough game, but if you already own a Game Boy platformer there's just no point. It's so generic, it hurts.

★★

E US A GO!

With so many great games, everybody wants a Game Boy

WORDS: DEAN SCOTT **PIC:** ANDY TIPPING



WINTER GAMES

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

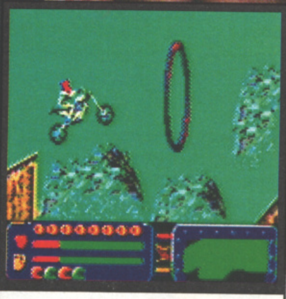
WHAT YOU NEED TO KNOW
There are eight button-bashing events and you can compete in them individually, or play them in sequence, like in the Olympics.

AGAINST THE ODDS
It shouldn't work, but it does. Each event has been tailored so the player can get a balance between hammering A and B for speed, and using the D-pad to jump, move etc. Expect to ski, skate, snowboard and bobsled for medals, and love every second of it.

WORTH PLAYING?
A multiplayer option would have made it perfect, but it's one-player only and suffers for it. Still, it's more than worth playing.

computer and video Games

★★★★



EVEL KNIEVEL

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
Evel Knievel is a side-on motorbike stunt 'em-up based – unsurprisingly – on the legendary exploits of Evel Knievel. Jump and wheelie through London, Hollywood and San Francisco and try not to die in the process.

EVIL CONTROLS
The biggest problem is the ropey control method, which makes it very difficult to do anything other than land fatally on your head. Tune the bike to make it handle better, but you'll still struggle.

WORTH PLAYING?
Despite the controls, *Evel Knievel* is quite engaging to play. The lure of big jumps drags you in, but the fact is, it's not much fun to play.

computer and video Games

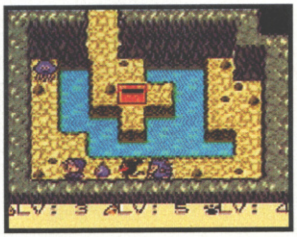
★★

DRAGON WARRIOR MONSTERS

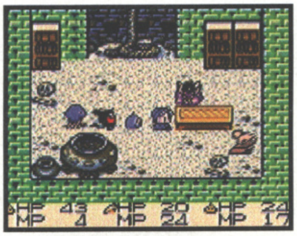
A tasty alternative for monster trainers

WORDS & SCREENSHOTS: DEAN SCOTT

COST: **£24.99**
OUT: **JAN**
MULTIPLAYER: **1-2**
COMPATIBLE: **LINK CABLE**



Mr. Jellyfish, we're here to rescue you



WHAT YOU NEED TO KNOW

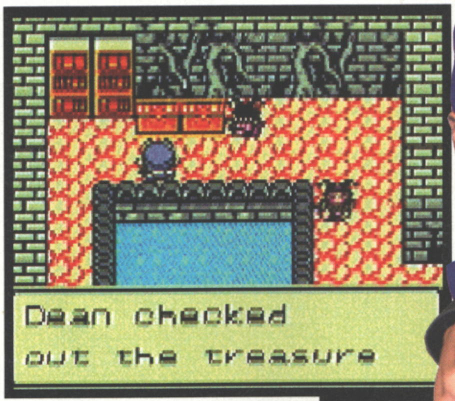
A game called *Pokémon* appears to be doing very well for itself, encouraging Game Boy owners to trap cute little animals and coach them into vicious fighting machines. *Dragon Warrior Monsters* occupies similar territory, as the mean-sounding Terry attempts to win the Starry Night Tournament to rescue his kidnapped sister. He does this by training monsters to ruck.

DON'T GO AWAY

Before you howl "rip-off", hear this: *Dragon Warrior Monsters* feels better as a single-player game, thanks to a stronger RPG storyline. There are more characters to interact with and the dialogue is touchingly amusing. There are 250 monster species, which you can interbreed for an astounding 46,010 variants. You can even mate yours with a friend's beast over a link-up, and produce some crazy monster kids.

WORTH PLAYING?

The graphics are tasty, and the three monsters you can carry around with you actually follow you around on the screen. Sure it's like *Pokémon*, but if you want to embark on another beast-training quest you'll enjoy this. It might struggle to get the same user base as Pikachu and co, but at worst it'll keep your skills sharp while you wait for *Pokémon Silver* and *Gold* editions.

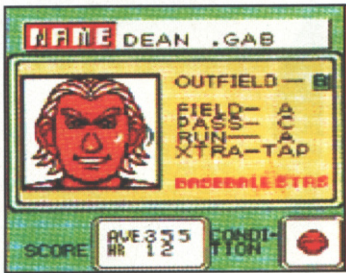


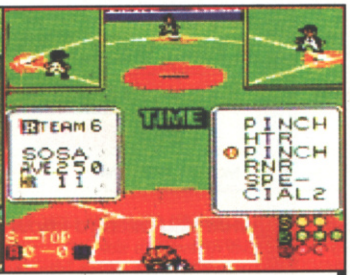
Dean checked
out the treasure

Because this is an RPG, rifling through chests is acceptable

Wanna ruck it with the *Dragon Warrior Monsters*? You've read the review, now play the game for free. We've got five copies of this mint game to give away. Just answer this question:
The main character in *Dragon Warrior Monsters* is called:
A/Alistair
B/Thomas
C/Terry
Answers to our usual address.

computer and vi
GaM
★★★★★





BASEBALL STARS

The game that gives you the runs

FORMAT: NEO GEO POCKET COLOUR
PRICE: £24.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

SNK let its passion for baseball games carry over to its handheld console. Real-life teams have been replaced with squads that sound like slang for diarrhoea, including the Burning Reds and Real Runners.

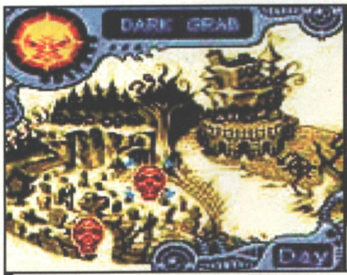
BATTER UP

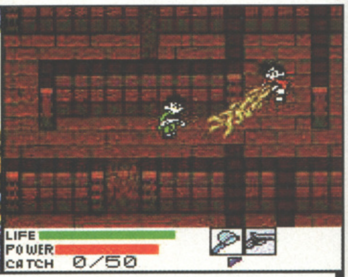
Neo Geo has had a pretty tasty line-up of titles till now, but *Baseball Stars* tarnishes it slightly. In one-player, it's hard to avoid a slaughter by computer opponents. A clunky control system – including a button-hammering run command – makes hitting homers unduly tricky.

WORTH PLAYING?

The UK treats baseball with apathy and this game won't convert us. Not a bad title, but handheld hitters are likely to opt for *All-Star Baseball 2000* on the Game Boy Color.

computer and video games
★★★





DARK ARMS

Swords are for pussies

FORMAT: NEO GEO POCKET COLOUR
PRICE: £24.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

Dust down the RPG commandments and you'll find guidelines on weapon acceptability etched in stone. "Thou shalt use only swords and magic," it says, "and certainly not guns". *Dark Arms* breaks that law.

SEEDS AND OUMS

Works pretty well, too. Your Beast Buster is nicely manoeuvrable, capping zombies and monsters with homegrown guns. Killing baddies lets you boost weapon strength, and you can face other humans in link-up.

WORTH PLAYING?

Sufficiently creepy graphics and quirky game mechanics makes *Dark Arms* well worth a go. The RPG element may be a tad shallow, but the blasting, adventuring and character-building is strangely compulsive, even if the lead character looks like Shane Ritchie.

computer and video games
★★★★

PULL-OUT POSTER

computer and video GAMES

EVOLVA Grow your own weapons – the ultimate nightmare for gun-control legislation

RETRO CLASSIX
DEDICATED TO GAMERS & COLLECTORS
WELCOME TO THE TIME-MACHINE

The very best of the retro collecting and gaming fanzines. Long established, RC is a fully illustrated, part colour work in A4 format. All classic micros, consoles and games are covered with reviews, features, user info, values guide and technical tips. Included also is a regularly updated catalogue of retro machines and games, listing 1000's of collectable items for sale.

iSSUE 24 OUT NOW!
NEO GEO
COLOUR FEATURE
+ MAIL ORDER & FREE ADS

Send today for latest issue and a catalogue enclosing a cheque/PO for £2.50 payable to 'G HOWDEN' and post care of: Retro Classix (CVG), 4 Chatterton Avenue, Lincoln LN1 3TB

http://members.aol.com/RClassix1/INDEX.html

LOADED
32 Pound Road, East Peckham, Tonbridge Kent TN12 5BE
"First with imported games and machines"

NEO GEO New Releases – Blazing Star (CD), Captain Tomaday, Fatal Fury: Mask of Wolves, King of Fighters 99: Millennium Fight, Last Blade 2, Metal Slug X, Prehistoric Isle, Shock Troopers: Second Squadron, Strikers 1945 Plus......Please Call
We have a large selection of used software and hardware for Neo Geo.... Give us a call for details.

WANTED: Neo Geo CD and Cartridge Kit...Best £prices paid.

SEGA DREAMCAST New Releases: Crazy Taxi, Giga Wings, Jo Jo's Adventure, Shenmue, Streetfighter 3, Virtua On 2, Zombie Revenge
Sega Dreamcast 128-Bit Console...............£Call
(H.K., U.S and Jap versions available)

SEGA SATURN Hundreds of titles available including: Final Fight Revenge, Metal Slug, Radiant Silver Gun, Street Fighter Zero 3, Three Wonders, Taramaru......many, many more
Sega Saturn Console (Jap, white).......... £CALL
Cool Sega Saturn (Two versions available)........£Call

Please call for a comprehensive list of JAMMA PCB'S, dedicated games and MVS Cartridges

WE ALSO STOCK N64 AND SONY PLAYSTATION IMPORTS
We can order any obscure or back catalogue game of your choice..... Please call.

SEGA SATURN CONVERSION
PLAY ANY GAME FROM ANY TERRITORY AT ANY SPEED - £CALL FOR A PRICE

open: 9.00am - 6.30pm
TEL:01622 871551 FAX:01622 872279

0181 767 1101
King Cat Entertainment
PlayStation
N64
Jet Force Gemini
Game Boy
Dreamcast
Neo Geo

Call us on: 0181 767 1101
e-mail: sales@kingcat.co.uk
web: www.kingcat.co.uk
Mon/Fri 10am-8pm Sat 10am-8pm Sun 12pm-3pm
Please make cheques payable to: KING CAT MULTIMEDIA
Send to: King Cat Entertainment, P.O. Box 24363, London SW17 9FF

Place your orders now for Xmas

Hardware/Peripherals
We stock a wide range of peripherals so call us for details.
N64 Passport
Memory
Cables
PSX cheats carts
Rumble Paks
Controllers
Movie Card

Prices and release dates may change without notice E & OE ad to press 28/10/99

EUSTON RD.
WARREN STREET
WE ARE HERE
GRAFTON WAY
FITZROY ST.
WHITFIELD STREET
TOTTENHAM COURT RD.
MAPLE ST.
ATARI
NEO GEO
£££'s
SWAP
GAME & WATCH
sinclair ZX Spectrum
PC Engine
SEGA Master System
AND MORE! WE BUY, SELL AND PART EXCHANGE ALL RETRO FORMATS '72-'92!

RETRO COLLECTOR

COME TO THE SHOP 7 DAYS A WEEK: 10AM UNTIL 5.30PM OR USE MAIL ORDER.

Computer exchange
www.cex.co.uk
143 WHITFIELD STREET, LONDON W1P 5RY
020 - 7692 1213

Tel / Fax
020 8909 3344

Axen
www.axen.com
sales@axen.com

all major types of credit card accepted
please call for latest dc hardware offers

Import Dreamcast Specialists

US DREAMCAST
from £47.99
- Crazy Taxi
- Resident Evil: CV
- Rayman 2
- Toy Story 2
- MDK2
- Space Invaders
- Dark Angel
- Climax Landers

JAP DREAMCAST
from £29.99
- Shenmue
- Rainbow Cotton
- Ready 2 Rumble
- NFL 2K
- Crazy Taxi
- Undercover 2025 KEI
- SEGA GT
- Biohazard: Code Veronica

MISCELLANEOUS

Multi Region DVD Player	£ 289.99
Pocket Neo-Geo	£ call
Pokemon Toys	from £ 1.99
Colour Game Boy	£ call

call for information on PLAYSTATION 2

TM
ニュージェネレーション
コンソールス

Tel: 0113 230 6007

NEW GENERATION CONSOLES
TEL: 0113 230 6007 or 0113 230 2732
Open: Mon-Sat 10am-7pm, Sun 12pm-5pm.
www.newgenerationconsoles.com

LATEST TITLES IN STOCK;
YOUR NO.1 MAIL ORDER & ONLINE COMPANY

Playstation U.K	
Tombraider 4	£27.99
Rainbow Six	£27.99
Ready 2 Rumble	£27.99
Tommorrow Never Dies	£27.99
Final Fantasy VIII	£27.99
Dino Crisis	£27.99
F1 99	£27.99
Fifa 2000	£27.99
Worms Armaggeddon	£27.99
Spyro 2	£27.99
WCW Mayhem	£27.99
Grand Theft Auto 2	£27.99
Plus many many more	
Playstation U.S	
Resident Evil 3	£44.99
Chocobo Dungeon 2	£49.99
Final Fantasy Anthology	£49.99
Grandia	£49.99
Gran Turismo 2	£44.99
Parasite Eve	£44.99
Thousand Arms	£49.99
Lunar Silver Star Story	£49.99
Sega Frontier	£39.99
Vandal Hearts 2	£49.99
Plus many many more	
Nintendo 64	
Resident Evil 2	£59.99
Rainbow Six	£59.99
Jet Force Gemini	£49.99
Smash Bros	£44.99
Donkey Kong	£54.99
Turok 3	£49.99
WWF Wrestlemania 2000	£59.99
Plus many many more	
Dreamcast Jap	
Beserk	£49.99
D2	£49.99
Resident 2	£49.99
Zombies Revenge	£49.99
Streetfighter 3	£49.99
Star Gladiators 2	£49.99
Death Crimson	£49.99
Virtua on	£49.99
Virtua Striker 2	£49.99
Giga Wings	£49.99
Jap Dreamcast	£149.99
Plus many many more	
Dreamcast U.K	
Soul Calibur	£32.99
Uefa Striker	£32.99
World League Soccer	£32.99
F1	£32.99
Ready 2 Rumble	£32.99
Sonic	£32.99
Powerstone	£32.99
Sega Rally	£32.99
Snow Surfers	£32.99
VF3	£32.99
Toy Commander	£32.99
UK Dreamcast	£189.99
Plus many many more	
Dreamcast U.S.A	
NBA Showtime	£44.99
NBA 2K	£44.99
Rainbow 6	£44.99
Slave Zero	£44.99
Get Bass Fishing	£44.99
House of the Dead	£44.99
Rippin Riders	£44.99
Soul Calibre	£44.99
Speed Devils	£44.99
Sega Rally	£44.99
US Dreamcast	£199.99
Plus many many more	

BUY ONLINE NOW!
OR CALL INTO ONE OF OUR SHOPS PLEASE NOTE OUR PRICES ARE THE CHEAPEST IN THE U.K

THANK YOU FOR SHOPPING WITH NEW GENERATION CONSOLES

NOW OPEN
SUNDAY
12:00PM - 4:PM
MON - SAT
10:AM - 7:PM

New Generation Consoles
3 The Parade,
Stonegate Road
Leeds LS6 4HZ

NEW WEB SITE • NEW WEB SITE
www.newgenerationconsoles.com

NEW AGE CONSOLES LTD
JUST KEEPS GROWING !!!
SALES: 0181 686 1680
TRADE ENQUIRIES CALL MANAGEMENT
ON 0181 686 7700 / FAX 0181 686 0200

NAC

PLEASE SEND CHEQUES/
POSTAL ORDERS TO: 283A HIGH
STREET, CROYDON, CRO 1QH

OR VISIT SHOP:
283 HIGH STREET, CROYDON

(PRICES ARE CORRECT AT THE TIME OF GOING TO PRESS AND ARE SUBJECT TO CHANGE WITHOUT NOTICE)

DREAMCAST

UK MACHINE WITH SCART	£195
JAP MACHINE (CONVERTED TO PLAY U.S/U.K GAMES) + STEPDOWN + SCART + GAME	£199
U.S MACHINE (CONVERTED TO PLAY U.K/JAP GAMES) + STEPDOWN + SCART + GAME	£245

ACCESSORIES CALL

NEW RELEASES JAP

CRAZY TAXI	£47.99
RESIDENT EVIL 2	£47.99
RESIDENT EVIL 3: CODE VERONICA	£47.99
SEGA GT	£47.99
SHEN MUE	£CALL
STREETFIGHTER: DOUBLE IMPACT	£49.99
VIRTUA STRIKER 2	£44.99
VIRTUA ON	£47.99

CALL FOR OTHER TITLES

NEW RELEASES U.S

EVOLUTION	£44.99
RAINBOW SIX	£44.99
SHADOWMAN	£44.99
SOUL FIGHTER	£44.99
SOUTH PARK RALLY	£44.99

CALL FOR OTHER TITLES

NEW RELEASES U.K

FIGHTING FORCE 2	£32.99
GET BASS	£CALL
SOUL FIGHTER	£32.99
SOUL CALIBUR	£32.99
SOUTH PARK: CHEF'S LUVSHACK	£29.99
UEFA STRIKER	£32.99
WWF ATTITUDE	£29.99

CALL FOR OTHER TITLES

PLAYSTATION

PSX CONSOLE UNIVERSAL 2=	£55.00
PSX CHIP	£5.00
PSX EXTERNAL CHIP (9000 SERIES)	£20.00
PSX EXTERNAL CHIP	£12.00
PSX EXTERNAL CHIP X 30	£4.50 EACH
PSX EXTERNAL CHIP X 100	£3.00 EACH
PSX GAMARS MOVIE CARD + PASSWORD	£50.00
PSX TOPKING MOVIE CARD	£40.00
PSX PAL TO NTSC CONVERTER	£14.00
PSX SCORPIAN GUN	£15.00
PSX NAMCO G CON GUN	£25.00
PSX COLOUR CASES	£15.00
PSX LASERS	£30.00
PSX DANCE MAT	£25.00
PSX POCKETSTATION	£40.00
PSX 1MB MEMORY CARD	£5.00
PSX SCART W/GUNCON/STEREO	£5.00

NEW RELEASES IMPORT

FINAL FANTASY ANTHOLOGY	U.S	£44.99
GRANDIA	U.S	£44.99
GRAN TURISMO 2	U.S	£47.99
ISS EVOLUTION	U.S	£44.99
INTER'NAL TRACK & FIELD 2	U.S	£44.99
LEGEND OF MANA	U.S	£44.99
RESIDENT EVIL 3	U.S	£47.99
SUIKODEN 2	U.S	£44.99
SILHOUETTE MIRAGE	U.S	£44.99
SAGA FRONTIER 2	U.S	£44.99
TAIL CONCERTO	U.S	£44.99
THOUSAND ARMS	U.S	£44.99
TWISTED METAL 4	U.S	£44.99
VANDAL HEARTS 2	U.S	£44.99
WRESTLEMANIA 2000	U.S	£44.99

CALL FOR OTHER TITLES

NEW RELEASES U.K

GRAN TURISMO 2	£CALL
NO FEAR DOWNHILL BIKING	£27.99
PRINCE NASSEEM BOXING	£CALL
RESIDENT EVIL 3	£CALL
READY TO RUMBLE	£27.99
TOMB RAIDER 4	£29.99
URBAN CHAOS	£29.99

CALL FOR OTHER TITLES

WE STOCK NINTENDO
£CALL FOR PRICES
POSTAGE £1 PER ITEM BUT FOR LARGER ITEMS SUCH AS MACHINES £CALL.

100'S OF 2ND HAND GAMES IN STOCK
PLEASE CALL FOR PRICE AND AVAILABILITY
PLEASE NOTE: THESE PRICES ARE STRICTLY MAIL ORDER ONLY. GAME PRICES WILL VARY IN THE SHOP.

OPENING HOURS
MON-SAT 9AM-7PM
• SUN 1PM-5PM
On Sundays only phone us on 0181 666 0285

PRE ORDER YOUR PLAYSTATION 2 FOR £25 DEPOSIT.
WE WILL THEN SEND YOU A WRITTEN RECEIPT TO GUARANTEE A CONSOLE ON LAUNCH AND TO GUARANTEE THAT WE BEAT ANY LEGITIMATE PRICE

£25 DEPOSIT

Freephone Order Line: 0800 0830430
Free Delivery in the UK
Rainbow Games
Free Delivery in the UK
Buy Any two Games For a Further £2 REDUCTION
Playstation Games From £17.99
Nintendo64 Games From £17.99
DREAMCAST Console £189.99 Games from £27.99
Neogeo Games From £23.99
Gameboy Games From £17.99
Park House - Greenhill Crescent - Watford Business Park - Watford - Herts - WD1 8QU
Tel 01923 659040
Fax 01923 659041
Support@RainbowGames.co.uk
Sales@RainbowGames.co.uk
WWW.RainbowGames.co.uk
Visit Our Website

CYBER NET
Video Games Experts
The Best Mail Order Games on the Internet
Tel : 0181-789 7196
MAIL ORDER!
287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT
Monday - Sunday
opening hours 11am - 11pm
Visit our web site at : www.cybernet-filmstudio.com
Special Offer!
Buy Any Game and Get 2nd for Half Price
Only one coupon per person, valid until end of August 1999 , Coupon must be presented at purchase of game.

IMPORT VIDEO CD, DVD, DREAMCAST, PLAYSTATION GAMES

MAX GAMES

SAXON HAWKE HOUSE,
TEMPLAR LANE,
LEEDS, LS2 7LN, ENGLAND U.K
TEL 0113 2440313
TEL 0113 2440314
FAX 0113 2440314

VCD MOVIES from £13.00
ORIGINAL/NO SUBTITLES
latest VCD titles

HOUSE OF THE DEAD 2 WITH G
SEGA RALLY CHAMPIONSHIP
SEGA RALLY
BLUE STINGER

8MM, ANALYZE THIS, AUSTIN POWERS 2, BIG DADDY, BLADE, CANDYMAN 3, CRUEL INTENTIONS, DISTURBING BEHAVIOUR, ENTRAPMENT, HAVE PLENTY, JAW BREAKER, LITTLE VOICE, MATRIX, NEVER BEEN KISSED, NOTTING HILL, OFFICE SPACE, PRIMARY COLOURS, SHE'S ALL THAT, THE BIG HIT, THIN RED LINE, URBAN LEGEND, VIRUS, WATERBOY WISHMASTER 2, WILD WILD WEST, WOO

Chinese titles available

PART-EX YOUR OLD VCD'S + £6 FOR A NEW TITLE
PLEASE CALL US BEFORE SENDING YOUR VCD'S
WE ARE MAJOR UK DISTRIBUTORS OF VCD MOVIES TO PLAY ON THE PLAYSTATION/PC/CDI/DVD

MOVIE CARD 003
INCLUDING SCARTLEAD

£39.99

REMOTE CONTROL FOR MOVIECARD £14.99

DREAMCAST CONSOLE
Hong Kong version w/o modem (converted to run JAP and most US and UK software), 110v stepdown transformer, controller, RGB scart cable (req.60hz TV), one game and next day delivery (excl.sat/sun)
just £199.00

DREAMCAST CONVERSIONS
WE CAN CONVERT ANY MACHINE TO RUN ANY GAMES - £CALL
NEW SCARTLEAD (RUNS ALL GAMES) £17.99 - £CALL

DREAMCAST GAMES
PART-EX YOUR DREAMCAST GAMES FROM £15.00 FOR NEW TITLES
PLEASE CALL US BEFORE SENDING YOUR GAMES

dreamcast games
Jap games from under £20.00

AERODANCING	£CALL
BLUE STINGER	£CALL
BUGGY HEAT	£CALL
DYNAMITE DEKA 2 (DIE HARD)	£CALL
JO JO ADVENTURE	£CALL
KING OF FIGHTERS	£CALL
MARVEL VS CAPCOM	£CALL
MONACO GRAND PRIX 2	£CALL
RED LINE RACING	£CALL
SEGA RALLY 2	£CALL
SHUTO KO BATTLE NEW	£CALL
STREETFIGHTER ZERO 3	£CALL
VIRTUA FIGHTER	£CALL
VIRTUA STRIKER 99	£CALL
ZOMBIE REVENGE	£CALL

playstation imports

FINAL FANTASY 8 (U.S)	£54.99
GRAN TURISMO 2 (JAP)	£49.99
KNOCKOUT KINGS (U.S)	£29.99
LUNAR (US)	£44.99
MARVEL VS STREETFIGHTER (US)	£34.99
METAL GEAR SOLID (U.S)	£29.99
METAL GEAR SOLID (JAP)	£19.99
PARASITE EVE (U.S)	£44.99
RESIDENT EVIL 3 (JAP)	£CALL
RIVAL SCHOOLS (JAP)	£19.99
SOUL REAVER (U.S)	£39.99
STREETFIGHTER ALPHA 3 (U.S)	£39.99
XENOGEARS (U.S)	£44.99
WWF ATTITUDE (U.S)	£39.99
DANCE MAT	£29.99

playstation accessories

COLOURED REPLACEMENT CASES £15.99
PAL Converter TO PLAY ALL IMPORTS IN COLOUR ON UK TV £15.99
POCKET STATION (CLEAR) £43.99
OFFICIAL SONY Playstation Replacement Laser £34.99 COMPATIBLE WITH ALL MODELS
DANCEMAT £22.99
Password Card Cheat Cartridge £10.99
INCL. ENGLISH INSTRUCTIONS + SPRING ACCEPTS ACTION REPLAY/GAMESHARK CODES. PLAY IMPORTS WITHOUT MOD CHIP. (IMPORTS REQUIRE SCART/PAL CONVERTER)

UK'S BIGGEST & BEST VALUE SERVICE
CHEATS & TIPS FOR OVER 2000 GAMES
PSX, DC, N64, PC & GBC
INTERACTIVE TELCOM
VIDEO GAMES CHEATS & TIPS
A SIMPLE CALL AND YOU'VE GOT CHEAT!

CHEAT MASTER

CHEATS, TIPS & ESSENTIAL GAMING ADVICE FOR ALL THE BEST VIDEO GAMES

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS ✱ TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098061
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098190
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed.
Please put comments or queries in writing to: *Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA*
or call CUSTOMER SERVICE: 0800 1982784

parallel games

PC

Dreamcast.

GAME BOY COLOR

PLEASE SEND FOR A PRICE LIST FOR OTHER FORMATS

FREE brand new top title PlayStation PC and Dreamcast games for all our customers !

NEW FOR OLD trade-in service - get FIFA 2000 for just **£17.99** plus one of your old games !

Visit our website:
www.GAMES4.FREEcom.net

Or write to us: Parallel Games,
8 Coney Walk, Wirral, CH49 4RB

---

white dog

mail order/
retail/trade

GAME ACCESSORIES

• psx/nintendo/dreamcast/neogeo/video CD's •

PSX LASERS £30 NEO GEO COLOUR POCKET PLUS 1 GAME & BATTERY PACK **£90** including postage and packaging

www.whitedog.co.uk

(Tel: 01782 838182/865541 • Fax: 01782 838181)

Open Tuesday - Saturday

Willowbrook House, Chemical Lane, Stoke on Trent, ST6 4PB

FUSION

Tel: 00 852 26762382/
Fax: 00 852 26691375

Dreamcast Colour Pad £18.00

JUST ONE OF OVER 100 PRODUCTS ON OUR WEBSITE

OVER 7,000 HITS DAILY

Sick of being misled by bogus news?
Come to our webpage...
www.runpacific.com
for full daily updates from the heart of Asia!

IF IT HAPPENS
IT HAPPENS FIRST
ON OUR WEBSITE!!

OVER 7,000 HITS DAILY

---

we have the best trade £££prices in the U.K!

price are subject to change without notice!

Dreamcast

DREAMCAST -

Universal NTSC Runs US/JAP	**£149**
Virtual Striker 2	£BEST
Street Fighter 3 Third Impact	£Call
Zombie Revenge	£call
Vitual On 2	£ Call
Giga Wing	£call
Star Gladiators 2	£Call
Soul Calibur	£48.99
Star Gladiators 2	£48.99
Cool Boarders	£39.99
Sega Rally 2	£34.99
Street Fighter Zero 3	£34.99
Sonic Adventure International	£29.99
Virtual Fighter 3	£29.99

DREAMCAST MEMORY CARD 4M –
PC Compatible for e-mailing levels etc.

Dreamcast Pal Booster – Import in colour on any T.V.	**£19.99**
SVGA Cable DC to PC	£25.00
Arcade Stick, Virtual Memory Card, Joypads, Scart Lead, S-Vhs Lead	£Call

Saturn

4 in 1 Universal Converter UK/US/JAP & RAM Cartridge	£28.99
Saturn Chip	£20.00
Dungeons & Dragon, SFZ3,	£Call
Link Cable £12 Scart Lead	£12.00

Playstation

Pocket Station	£44.99
Universal Playstation	£99.00
PS 900X Action Replay/Playstation Game Hunter Let you Play UK/US/JAP /CDR Games – (50 PCS £4.00)	£17.99
Playstation FF8 Stealth Chip – including full instructionss	£5.00
Playstation Replacement Parts	£Call
Playstation Laser	£34.99
Playstation Cases – Blue, red, clear etc.	£19.99
Playstation Power Boards	£19.99
Playstation Cables	£Call
Playstation Scart Lead	£3.99
Playstation Pal Booster (Games in Black & White? You need this)	£15.00
Playstation Controllers	£Call
Dance Dance Mats	£Call
Playstation Guns	£Call
Namco Gun	£21.99
Memory Cards	£Call
Colour 8m	£8.00

playstation games

Grand Tourisimo 2 JAP	£Call
Ace Combat 3 US	£Call
Suikoden 2 US	£Call
Resident Evil 3 US	£Call
Video CD's (Mpeg1)	£Call
Playstation VCD Card	£39 (not DVD)
availabe for latest 900X Playstation!	£Call

Nintendo 64

Nintendo 64 Universal	£Call
Nintendo 64 to Gameboy Adapter	£Call

nintendo games

Donkey Kong 64 Nintendo	£Call
Perfect Dark	£Call
Jet Force Gemini	£Call
Pokemon Snap	£Call

Gameboy

Gameboy Color Unit Yellow	£57.99
Gameboy Exchanger	£Call

Pokemon

Pokemon RED/ BLUE/YELLOW	£22.99
POKEMON YELLOW Bundle inc. Gameboy and Poke Yellow Game	£Call
Pokemon Pinball	£29.99
Trading Cards	£Call
Pokemon Plush Various Characters	£Call
Pokemon Keyrings	£Call
Pokemon T-Shirts	£Call

Lastest version Neo Geo Pocket Colour available

Lastest version Neo Geo Pocket Colour available

Please send registered cash, cheques, postal orders to - Console King, PO Box 6, Narberth, Wales, SA67 7YGI

NEO GEO POCKET/ PLAYSTATION/ DREAMCAST AVAILABLE

PLEASE E-MAIL/WRITE OR FAX US FOR A LIST!

Credit Card Hotline :-
01834 869268/
0410 425019
Fax:- 01834 860 692
www.consoleking.com
sales@consoleking.com
All major credit cards accepted

tel: 01834 869268/0410 425019
www.consoleking.com Sales@consoleking.com

CONSOLE KING
ESTABLISHED 1995

GAMES TERMINAL

FREE DELIVERY IN UK. PRICES INCLUDE VAT
ALL GOODS GUARANTEED

FREE INTERNET ACCESS gterminal.net
AVAILABLE NOW

www.gamesterminal.com

order online - 24hrs
or by tel: 9.00am - 5.oopm Mon-Fri
Tel: 0870 606 0054

ALSO NEW THIS MONTH: NTSC GAMES DISTRIBUTED DIRECT FROM OUR USA DIVISION - NINTENDO, PLAYSTATION & DREAMCAST

NEW GAMES•NEW GAMES

DREAMCAST (UK)

Console	£195.99
Worms Armageddon	£33.99
WWF Attitude	£33.99
Toy Commander	£33.99
Shadowman	£33.99
Soul Calibur	£33.99
Sega Bass + Rod	£54.99
House OF Dead 2 + Gun	£54.99
UEFA Stiker -	£33.99
Worldwide Soccer 2000	£33.99
Ready 2 Rumble	£33.99
Jimmy White's Cueball 2	£33.99

Plus Loads more ....

DREAMCAST (JAP)

Console	£165.99
SHEN MUE	£48.99
Star Gladiators 2	£44.99
Zombies Revenge	£44.99
GIGA Wings (Capcom title)	£44.99
Shadowman	£44.99
Maken X	£44.99
Virtua Striker 2	£44.99
Virtual On 2	£44.99
Crazy Taxi	£44.99

Plus Loads more.............

PLAYSTATION (PAL)

Final Fantasy VIII	£37.99
Tomb Raider 4	£29.99
FA Premier Football Manager 2000	£30.99
Dino Crisis	£29.99
Worms Armageddon	£29.99
FIFA 2000	£30.99
GTA 2	£29.99
Mission Impossible	£29.99
Tony Hawks Scateboarding	£29.99

Plus Loads more.............

PC-CD

Quake 3	29.99
Tomb Raider 4	29.99
Mortyr	29.99
FIFA 2000	29.99
GTA 2	29.99
Age Of Empires 2	29.99

Plus Loads More.............

NINTENDO 64 (PAL)

Rayman	£34.99
WWF Wrestlemania 2000	£39.99
Destruction Derby	£34.99
Mario Golf	£34.99
Carmageddon	£36.99
Shadowman	£37.99

Plus Loads more.............

GAMEBOY (PAL)

Pokemon Yellow	£23.99
Pokemon Blue	£23.99
Pokemon Red	£23.99
FIFA 2000	£23.99
GTA	£23.99

Plus Loads More.............

NEOGEO POCKET (PAL)

Console (range of styles)	£55.99
King Of Fighters - R2	£21.99
Turf Wars	£21.99
Samuri Shodown 2	£21.99
NeoGeo Cup 98	£21.99
Pocket Tennis	£21.99

Plus all latest releases.............

Also we have a huge range of NEW and USED games for: Sega Saturn (JAP, USA & UK), PC Engine Super Famicom (JAP) Super Nintendo (USA) NEO GEO, N64 (JAP,USA)

We have a large selection of VCD Movies and movie cards for the Playstation.

Just call for details or even email us at
orders@gamesterminal.com
SECOND HAND GAMES:
BUY SELL OR SWAP ONLINE ONLY

Loads more titles can be found at our website http://www.gamesterminal.com

The New House, Glen Crescent, Melbourne, York YO42 4OG

MID-BLUE GAME-ZONE

SALES HOTLINE
07000 643258

PlayStation

40 WINKS	£27.99
A BUGS LIFE	£26.99
ACTION MAN	£26.99
B - MOVIE	£11.99
BIOFREAKS	£14.99
BUG RIDERS	£14.99
BRUNSWICK PRO BOWLING	£28.99
C & C RED ALERT	£16.99
CARMAGEDDON	£24.99
CHAMPIONSHIP MOTORCROSS	£26.99
CHOCOBO RACING	£28.49
COLIN MCRAE RALLY	£17.99
COOL BOARDERS 2	£16.99
CRASH BANDICOOT 2	£16.99
CRASH TEAM RACING	£27.99
CROC 2	£29.99
CYBER TIGER	£28.49
DEAD BALL ZONE	£14.99
DEMOLITION RACER	£27.99
DINO CRISIS	£28.99
DRIVER	£28.99
DUKE NUKEM 3D	£14.99
DUKE NUKEN - A TIME TO KILL	£16.99
EPGA GOLF	£27.99
FA PREMIER LEAGUE MAN 2000	£28.49
FIFA 2000 (NEW)	£29.99
FIGHTING FORCE 2	£28.99
FINAL FANTASY VII	£16.99
FINAL FANTASY VIII	£33.99
GARDIAN OF DARKNESS	£14.99
GRAN TURISMO	£16.99
GRAND THEFT AUTO	£15.99
GRAND THEFT AUTO 2	£28.99
HELL NIGHT	£28.99
J BOND - TOMORROW NEVER DIES	£29.99
KANGERO DECEPTION	£18.99
LE MANS 24 HOURS	£28.99
LIVE WIRE	£14.99
LMA MANAGER	£29.99
MEDAL OF HONOUR	£27.99
MEDIEVIL	£17.99
METAL GEAR SOLID	£28.99
METAL GEAR SOLID - SPECIAL MISSIONS	£14.99
METAL GEAR SOLID: PREMIUM	£38.99
MILLENIUM SOLDIER EXPENDABLE	£28.99
MISSION IMPOSSIBLE	£28.99
MONACO GRAND PRIX RACING SIM	£18.99
MTV SPORTS - SNOWBOARDING	£28.99
MUSIC 2000	£28.99
NBA LIVE 2000	£28.49
ODDWORLD - ABES ODDYSEE	£12.99
OVERBLOOD 2	£28.99
PLAYSATION CONSOLE 9000	£75.99
PUCHI CARAT LTD ED +FREE CONTROLLER	£27.99
QUAKE 2	£29.99
RAINBOW SIX	£28.99
READY TO RUMBLE BOXING	£28.99
RESIDENT EVIL 2	£16.99
RIDGE RACER TYPE 4	£23.99
RONIN BLADE	£27.99
ROUGE TRIP	£13.99
SENSIBLE SOCCER EUROPEAN ED	£13.99
SHADOWMAN	£28.99
SILENT HILL	£28.99
SLEDSTORM	£28.99
SOUL BLADE	£17.99
SOUL REAVER - LEGACY OF KAIN	£28.99
SOUTH PARK CHEFS LUV SHACK	£26.99
SOUTH PARK THE GAME	£29.99
SPORTS CAR GT	£22.99
SPYRO 2 COLLECTION (SPYRO 2 + SPYRO CASE)	£26.99
STAR WARS EPISODE 1	£28.99
SYPHON FILTER	£28.99
TAI FU	£14.99
TARZAN (DISNEY)	£27.99
TEKKEN 3	£16.99
THEME HOSPITAL	£19.99
THEME PARK	£19.99
THIS IS FOOTBALL	£28.49
TIME CRISIS	£16.99
TOCA 2	£23.49
TOMB RAIDER 2	£16.99
TOMB RAIDER 4 THE LAST REVELATION	£28.99
TONY HAWKES SKATEBOARDING	£29.99
UEFA STRIKER	£28.99
URBAN CHAOS	£28.99
VIRUS	£13.99
V-RALLY 2	£23.99
X-FILES THE GAME (4 CD)	£28.99
X-MEN VS STREET FIGHTER	£19.99
WARPATH - JURASSIC PARK	£27.99
WIPEOUT 3	£26.99
WORMS ARMAGEDDON	£27.99
WORMS PINBALL	£23.99
WU TANG -TASTE THE PAIN	£29.99
WU TANG -TTP+CONTROL PAD	£33.99
WWF ATTITUDE + BOOK	£28.99

100'S OF PLATINUM AND OTHER TITLES IN STOCK PLEASE CALL

PLAYSTATION PERIPHERALS

ACTION REPLAY CDX + FREE VIDEO	£27.99
ACTION PAD - DUAL SHOCK - PROGRAMABLE	£12.99
PSX AIRPAD CHROME AND GREY	£18.99
DUAL SHOCK PADS (VARIOUS COLOURS)	£17.99
1MB MEMORY CARD (VARIOUS COLOURS)	£5.99
120 SLOT MEMORY CARD	£14.99
360 SLOT MEMORY CARD	£18.99
JORDAN V2 STEERING WHEEL + PEDALS + GEAR STICK	£39.99
MADCATZ MOUSE	£8.99
MULTI TAP (4 PLAYER EXTENSION)	£12.99
RUMBLE SEAT (DOUBLES AS MASSAGER)	£38.99
SCART CABLE	£7.99
SCORPION - AUTO FIRE RECOIL GUN	£13.99

Phone: 07000 643258 Fax: 01322 276577
E-Mail: sales@mid-blue.com Website: www.mid-blue.com
Telephone lines are open 24 hours a day, 7 days a week.
Mid-Blue International Ltd, Great Queen Street, Dartford, Kent, DA1 2PJ

Freephone Order Line: 0800 0830430

Free Delivery in the UK

Rainbow Games

Free Delivery in the UK

Buy Any two Games For a Further £2 REDUCTION

Playstation Games From £17.99

Nintendo64 Games From £17.99

DREAMCAST Console £189.99 Games from £27.99

Neogeo Games From £23.99

Gameboy Games From £17.99

Park House - Greenhill Crescent - Watford Business Park - Watford - Herts - WD1 8QU
Tel 01923 659040 Fax 01923 659041

Support@RainbowGames.co.uk Sales@RainbowGames.co.uk

WWW.RainbowGames.co.uk
Visit Our Website

WANTED

CONSOLES COMPUTERS GAMES

RETRO & MODERN

BUY · SELL · TRADE
POSTAL SERVICE AVAILABLE

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London W11 3JS ☎ 0171 221 1123

Please bring official ID with address & signature when selling or exchanging

OPEN 7 DAYS LARGE SELECTION ON SALE

Interesting Devices Ltd

Free Gift with orders over £50. Choice of Playstation Memory card or Flashing Keyring. Just quote CVGFREE

CopyaALL 4.0 - SCSI Interface allows you to control your SCSI drives without the need for a PC. 4 operation modes: "Copy", "Test", "Safe- Copy" & "Scan". only £175

CD Recorders

No PC required. 4x Write speed. 8 speed version also available for additional cost. All quality brand CD Recorders and CD Readers including Sony, Plextor, Yamaha etc. Can also be connected to your PC if you need to compile your own data. Supplied with CD Recording software for the PC. £499

PSXAMP MP3 Adapter

Now you can have the ability to play MP3 compressed audio CDs on your Playstation. No need for a fancy multimedia PC. Edit and save your own playlists to standard memory cards. With MP3 you can have up to 12 full CDs on one giving you over 12 hours of continuous music £55

Smart Cartridge Game Enhancer

The Smart Cart allows you to play your Import games without the eed for a MOD chip. Simply plugs into the back of the Playstation. With cheat code Functions.

1 - 4	£9.99
5 - 9	£8.49
10 - 19	£6.99
20 - 99	£5.99
100 +	£4.99

Password Card

Similar device to the Smart Cartridge but can not be updated using smart link. £4.99

Smart Link

The Smart Link allows you to connect your Smart Cart to your PC for cheat searching, game saving and much more.

1 - 9	£14.99
10 - 19	£12.99
20 - 99	£10.99

Playstation

PSXAMP MP3 Adapter	£55.00
Coloured Replacement Case	£12.99
Vibrating Vest	£24.99
Programmed 12C508 Kit	£1.99
Programmed 12C508 100+	£0.99
Blank 12C508 1-19	£0.99
Blank 12C508 20 - 99	£0.89
Blank 12C508 100 - 499	£0.79
PIC2PIC 12C508 Copier	£59.99
Action Replay Pro V3 (Datel)	£34.99
RGB G-con Scart Leads	£3.99
NTSC-PAL Colour Converter	£9.99
VCD adapter (No MOD needed)	£29.99
VCD adapter with cheat function	£34.99
15 Slot Memory cards	£2.99
120 Slot Memory cards	£6.99
Laser Unit (NEW not recon)	£29.99
Range of Light Guns from	£16.99
Controler Xtender Cable	£4.99
Cybershock Control Pad	£16.99
Novelty Keyring dual shock	£2.99
Novelty Keyring PS console	£2.99

Postage and Packaging
£2 small items
£10 large items

Dreamcast

Dreamcast (Jap) + Stepdown	£169.00
NTSC-PAL colour converter	£34.99
RGB Scart Cable	£14.99
Most Dreamcast Games	£45.00
VMS Memory Card	£19.99
Spare Control Pad	£19.99
Arcade Stick	£44.99
Stearing Wheel	£44.99

DVD Players

Sony M35 All Region	£369
Pioneer DV515 Auto Region	£349
Pioneer DV-K101 All Region	£299

Many more products on our Home Page. Some TO HOT to give details here. Check our Home Pages Listed below

Nintendo 64

Original Nintendo Controler	£19.99
Disk Drive	£234.00
Action Replay Pro (Datel)	£34.99
Memory Cards from	£6.99
Jolt Packs	£6.99
Jolt Pack Vibrating Memory	£9.99
Novelty Keyrings	£2.99
RF Unit	£9.99

Miscellaneous

Leather Phone Cases	£4.99
Flashing Keyring (flashes when mobile phone is about to ring)	£4.99
Flashing Ericson Antenna	£4.99
Ericson 5110 Fascier (with slide)	£19.99
Ericson Football Antenna	£4.99
Ericson Micro Antenna	£4.99
ZIP 100 Disks	£7.99
ZIP 100 Internal Drive	£59.99
Gameboy X-Changer Backup	£34.99

Interesting Devices
24 The Crescent
Keresley End
Coventry
CV7 8JT

Phone:01203 339805 Fax:01203 339804
Voice lines open 10am-4pm Mon-Fri
http://interesting-devices.com
http://dvd-world.co.uk
http://psxamp.co.uk
http://z64.co.uk

Another World

NEW HEAD OFFICE & STORE
52 STAFFORD STREET
HANLEY
STOKE ON TRENT ST1 1JB

TEL: 01782 279294
MAIL ORDER
TEL: 0498 897770
ALL THE HOTTEST IMPORTS 1ST.

SONY POCKETSTATION BEATMANIA HANDHE

THE LARGEST MULTIMEDIA ENTERTAINMENT CHAIN IN THE MIDLANDS

Dreamcast
JAPANESE
- BERSERK
- BIOHAZARD 2 VALUE PLUS
- BIOHAZARD CODE VERONICA
- CHU CHU ROCKET
- D2
- DANCE DANCE REV 2ND MIX
- GIGAWING
- LETS PLAY GOLF
- MAKEN X
- PUYO PUYO DAI
- READY 2 RUMBLE
- REVIVE
- SEGA GT H.S.
- SHENMUE
- SPACE CHANNEL 5
- STAR GLADIATOR 2
- STREETFIGHTER 3 W/ IMPACT
- VIRTUA STRIKER 2 2000
- VIRTUAL ON ORATORIO
- ZOMBIES REVENGE
- DEAD OR ALIVE 2

Dreamcast
JAPANESE
- BANGAIOH
- SNK VS CAPCOM
- JO JO'S VENTURE
- DEATH CRIMSON 2 + GUN
- SUPER PRODUCER
- RAINBOW COTTON
- SPACE GRIFFON
- CARRIER
- ECCO THE DOLPHIN
- VERMILLION DESERT
- D/CAST MAD CATZ GUNS IN STOCK
- D/CAST FIGHTING PAD WITH RUMBLE

Dreamcast
U.S.A.
- ARMADA
- BASS FISHING
- SEGA RALLY 2
- SLAVE ZERO
- CASTLEVANIA RESURRECTION
- EVOLUTION

OVER 50 U.S.A. D/CAST TITLES IN STOCK.

PlayStation
JAPANESE
- CHRONO CROSS
- DANCING STAGE + DANCE MATS
- DENSHA DE GO PROFESSIONAL
- DEWPRISM
- DRAGON VALOR
- FRONT MISSION 3
- GRAN TURISMO 2
- JO JO'S VENTURE
- KOUDELKA
- LEGEND OF DRAGOON
- LETS GO STEAM
- PARASITE EVE 2
- POCKET MUU MUU
- RUNABOUT 2
- SOUMATU
- STREEFIGHTER EX 2+
- VAGRANT STORY
- VAMPIRE HUNTER D
- WILD ARMS 2
- BIOHAZARD GUN SURVIVOR

PlayStation
U.S.A.
- FINAL FANTASY ANTHOLOGY
- GRAN TURISMO 2
- GRANDIA
- RESIDENT EVIL 3
- SUIKODEN 2
- THOUSAND ARMS
- VANDAL HEARTS 2
- XENOGEARS

SEGA SATURN
- FINAL FIGHT REVENGE
- RADIANT SILVERGUN
- ELEVATOR ACTION

OVER 50 JAP SATURN TITLES IN STOCK.

GAME BOY COLOR
- POKEMON GOLD
- POKEMON SILVER
- POKEMON YELLOW
- POKEMON PINBALL

NINTENDO 64
- BANGAIOH
- EVANGELION
- D.KONG 64
- R.EVIL 2

NEOGEO POCKET COLOR
- SONIC POCKET ADVENTURE
- SNK VS CAPCOM

WonderSwan

WALLSCROLLS £14.9

JAPANESE MAGAZINES IN STOCK FOR DREAMCAST PLAYSTATION N64 ETC.

WE HAVE THE MOST EXTENSIVE COLLECTION OF IMPORT & U.K. GAMES IN THE COUNTRY.

SEND LARGE S.A.E. FOR OUR FULL IMPORT CATALOGUE.

ANOTHERWORLD 52 STAFFORD STREET HANLEY S-O-T TEL:01782 279294
ANOTHERWORLD 23 VICTORIA STREET WOLVERHAMPTON. TEL: 01902 717440
ANOTHERWORLD 11 MARKET STREET NOTTINGHAM TEL: 0115 948 4122
ANOTHERWORLD 42/43 CASTLEFIELDS,MAIN CENTRE DERBY TEL.: 01332 206606
ANOTHERWORLD 23,SILVER STREET LEICESTER. TEL: 0116 251 5266

check us out @ www.anotherworld.co.uk

Over 100 Game Music Soundtracks in stock.

ACTION FIGURES T- SHIRTS STAR WARS COLLECTABLES TRADING CARDS B.B. GUNS COMICS DVD FILMS & CULT T.V.

SEGA WORLDWIDE SOCCER 2000

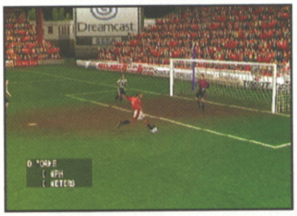
It's a game of two halves, Des. Back to the studio

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW
Sega's acclaimed soccer series hits the DC, hoping to recapture the best console football title once held by the original Saturn version of *Sega World Wide Soccer*. It has done all the basic stuff right, with a mountain of club and international teams, and correct player names on the backs of shirts (where the licence permits). Stadium detail is spot on, too, and the players look like they mean business.

FAILS TO HIT THE TARGET
Where the game stumbles is on playability. Players meet headers nicely enough, but then amble unconvincingly around the pitch. The run button moves them up a gear from walking to a slow canter, and the shooting method takes some getting used to. Trevor Brooking rambles on annoyingly, and spot effects like players grunting and the PA announcements are irritating.

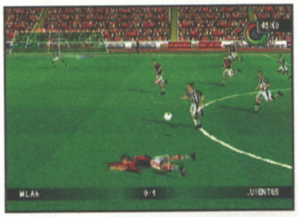
WORTH PLAYING?
Stick with it and you'll find a competent title that's on a par with *UEFA Striker*. There's plenty of challenge to be had in one-player mode, and a four-player option always livens up proceedings. But with the awesome *Virtua Striker 2* on the horizon, you're better off saving that cash for the time being.



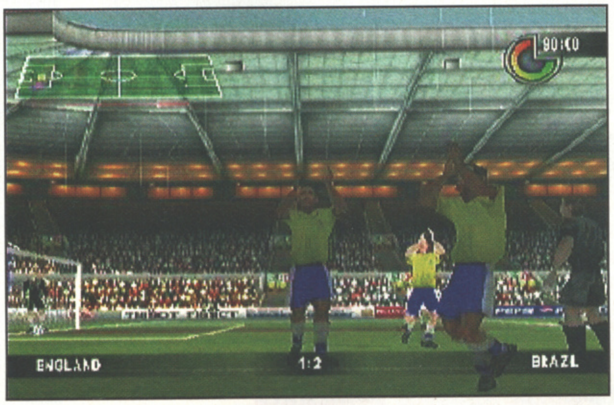
computer and video games

★★★

IF YOU LIKE THIS TRY THESE...
ISS Evolution (PS) *FIFA 2000* (PC,PS) *UEFA Striker* (DC,PS)



You can pit Europe's finest against each other, but you need to be playing as your own team to get the best from it. Who cares if some dodgy Italian team are beaten?



The DC's analogue works really well on some games, but in a football game you require a degree of precision that some people find it hard to muster with a wobbly stick. There's nothing more frustrating than running and missing the ball because of the controller. Use the pad instead and show your true skills, my son

Dreamcast.

COST: £39.99
OUT: NOW

MULTIPLAYER: 1-4
COMPATIBLE: JOYPADS/ VM UNIT

"Trevor Brooking rambles on annoyingly"

Dreamcast.

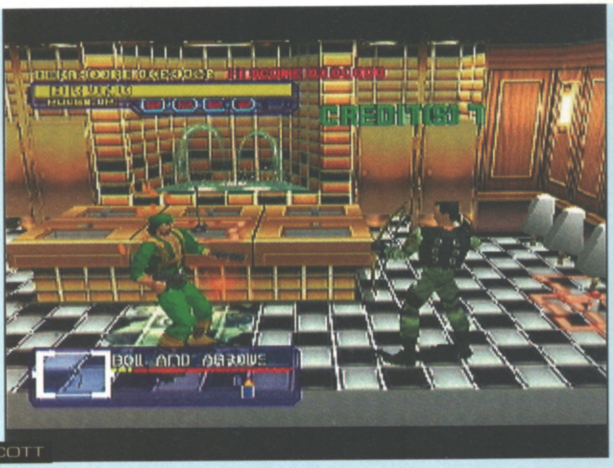
COST: £39.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/ VM UNIT

The premature ejaculation of videogames

WORDS & SCREENSHOTS: DEAN SCOTT

DYNAMITE COP

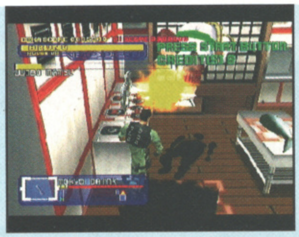


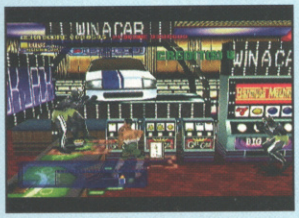
WHAT YOU NEED TO KNOW
Arcade games are great. You pump in a few quid for an instant gaming hit, and you go away flushed with adrenaline and eyeing-up the next coin candidate. The biggest fear we had for Dreamcast was that a series of straight arcade ports wouldn't have the long-term appeal to make them essential for home gaming. Which brings us neatly to the home conversion of *Dynamite Cop*, which we finished in under 20 minutes – first time out.

NO SKILL REQUIRED
The game's premise is simple: rescue the President's daughter from some pirates who've hijacked a cruise liner. This will involve kicking the crap out of lots of people, usually by repeatedly hammering one of the attack buttons. You can also pick up machine guns, rocket launchers and cannons. It's great fun while it lasts, but that's just the point. It doesn't. It's all too easy, and unlimited continues are the final nail in the coffin.

WORTH PLAYING?
Ten minutes into playing this game we were convinced it was an essential rental for any DC gamer. That was before we knew we were over halfway through it. And the laughable attempts at adding value (a survival mode and a gallery) would still leave you feeling short-changed for your rental money.

Dynamite Cop lets you play at being Robin Hood by taking the baddies' eyes out with a bow. The variety of weapons adds spice to a very average game





See that fish on the table? You can use it to slap the baddies around Monty Python-style. One hit, and it explodes everywhere

The casino stage looks really cool, it's just a shame Sega didn't reserve it for a game that was actually worth playing

computer and video games

★★

IF YOU LIKE THIS TRY THESE...
Finding an old arcade and playing *Golden Axe* and *Double Dragon*

PULL-OUT POSTER

computer and video GAMES

NASEEM No connection to the Prince, ahem. From PS 3D fighting game *Ehrgeiz*

PC CD ROM

COST: £34.99

OUT: FEB

MULTIPLAYER: **1-50 (INTERNET)**

COMPATIBLE: **KEYBOARD/ MOUSE**

DELTA FORCE 2

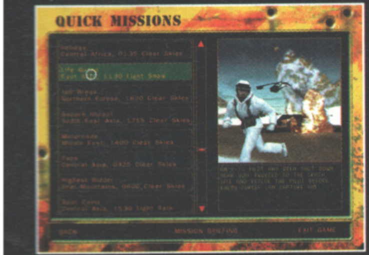
Travel the world, meet interesting terrorists… and shoot them

WORDS & SCREENSHOTS: MAURA SUTTON

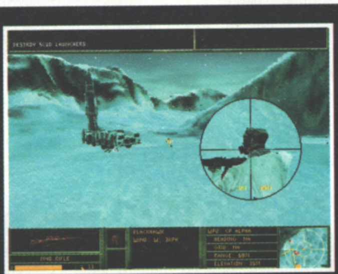
When the first *Delta Force* game was released in October 1998, it was part of the initial wave of hyper-realistic counter-terrorism stealth 'em-ups. A year later and they're still hugely popular, with *Tom Clancy's Rainbow 6* leading the pack. *Delta Force* was among the best of the rest, and the sequel is proving to be just as impressive.

DEATH OR GLORY

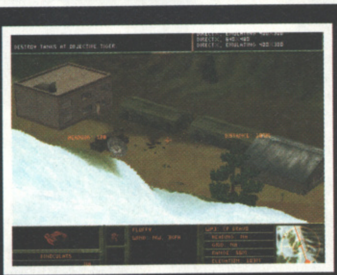
Players can choose between lengthy campaign missions and a whole host of smaller missions, all of which are hard as nails to complete. Stay frosty.



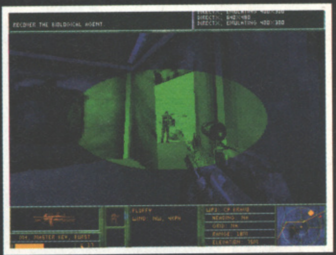
Quick Missions: Serves up a choice of trouble hotspots to sort out. Immediate access to all



Six-Of-One: Complete this mission by destroying mobile Scud sites while avoiding enemy patrols



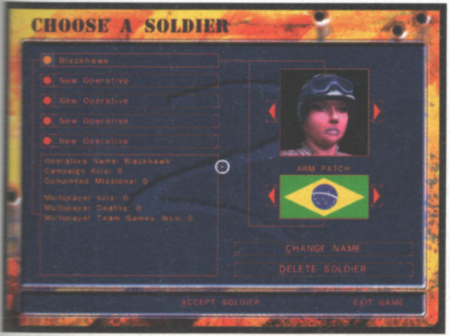
Payback: A UN peacekeeping force is attacked by a rebel army. Target them with your laser



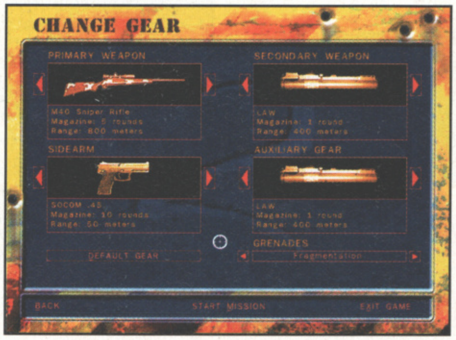
Stolen Goods: A briefcase has been stolen from a courier. Break into the enemy camp and recover it

FORWARD PLANNING

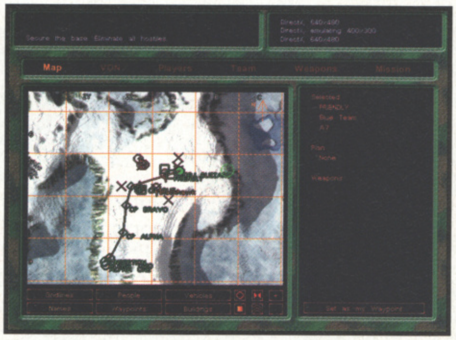
Delta Force 2 is much more than a basic shoot 'em-up. The player will have to make careful planning and think each stage through to undertake a successful mission.


CHOOSE A SOLDIER
Blackhawk
New Operative
New Operative
New Operative
New Operative
ARM PATCH
CHANGE NAME
DELETE SOLDIER
ACCEPT SOLDIER
EXIT GAME

Selecting your soldier may not have much impact on the outcome, but you get to choose their name, face and country represented


CHANGE GEAR
PRIMARY WEAPON
SECONDARY WEAPON
M40 Sniper Rifle
SIDEARM
AUXILIARY GEAR
SOCOM .45
LAW
GRENADES
Fragmentation
DEFAULT GEAR
BACK
START MISSION
EXIT GAME

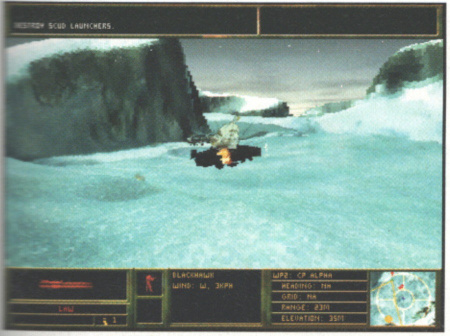
Select your gear wisely. Is it worth going without your protective Kevlar vest just to carry more ammo? The decision is yours



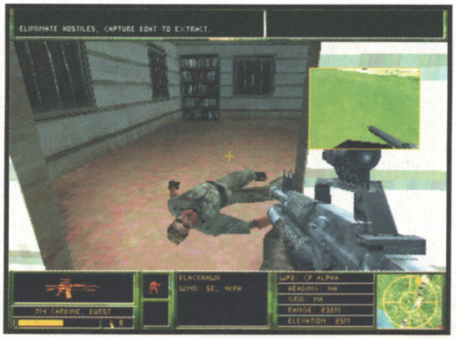
This may help you to plan each step of your mission using waypoints. You can also use it to issue commands to other units

SHOOT TO KILL

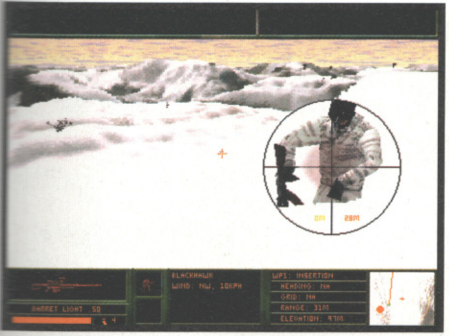
In keeping with the realistic slant of *Delta Force 2*, you get a limited range of weapons. You won't find any fantastical plasma rayguns here, just an impressive selection of accurate, modern-day combat hardware.


DESTROY SCUD LAUNCHERS.
BLACKHAWK
LAW

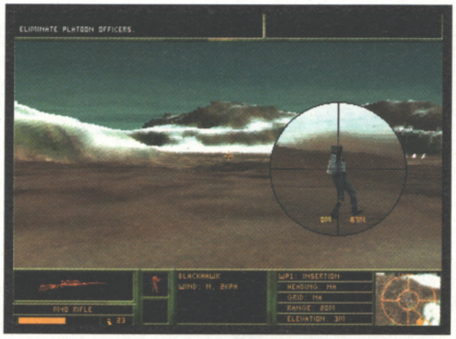
M-72 Light Anti-Tank Weapon: This handy little peashooter fires a 66mm explosive round which can penetrate 350mm of armour. You only get one round though, so make it count


ELIMINATE HOSTILES, CAPTURE BOAT TO EXTRACT.
BLACKHAWK

M4 5.56mm Carbine Assault Rifle: A highly effective weapon for general use. Best at close quarters, but the M68 reflex sight is essential when you need to keep your distance from your target



Barrett Light .50 calibre Sniper Rifle: You get eight rounds over an effective range of 1500 metres. The enemy won't know what's hit 'em


ELIMINATE PLATOON OFFICERS.
BLACKHAWK
M40 RIFLE

M40 A1 Sniper Rifle: Unerring accuracy. The M40 gives you another sniper option with a range of 800 metres and five rounds per pop

WHAT WE THOUGHT

DE-BRIEF

Unlike the fictional *Rainbow 6* counter-terrorist outfit, the *Delta Force* games are based on a real-life crack commando unit, so realism runs through every aspect of the game. Weapons are precisely detailed, and your soldier only carries a realistic amount of kit. Most challenging of all, your man can be felled with a single shot from the enemy, causing instant mission failure and a pressing need to bang your head against the monitor.

SMART BOMB

The overall presentation of the game is highly polished, although you'll need a fiercely pumped-up PC to get the most from the graphics. The sound effects are excellent: the panicked howls of soldiers under attack and the death screams of the terrorists are chillingly lifelike. You also have fellow soldiers and commanders talking in your ear throughout your mission, guiding and advising you. They even crack the odd funny.

THE BIG PUSH

Delta Force 2 is an absorbing game that will keep you fully occupied. It can be frustrating at times when plans are thwarted by a lone sniper's bullet, but perseverance will be rewarded. There's also a multiplayer option which is well worth investigating.

***3Dfx card owners should note that at present *Delta Force 2* is not compatible and will drastically affect how the game performs on their system. As always, check the box before you buy.**

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Rainbow 6 (PC), *Rogue Spear* (PC), *Hidden & Dangerous* (PC)

DELTA FORCE 2 COMPETITION

CALL THE LAW

Feast your beadies on this mean mother. It's a pukkah LAW rocket launcher that's actually featured in the game, and you can win it. Yup, you could soon be cracking it open and lining up those pop-up sights in the comfort of your own home. Don't dial 999 just yet, though. It's a one-shot rocket launcher and it has already been fired and decommissioned – it even comes with a certificate to prove it. Should it be legal? Who knows, but the police tell us anyone can have one, so we're giving one to you. We've even got ten copies of the game to give you, too.

Just answer this question: When was the original *Delta Force* released?

Answers to our usual address.

Into the new millenium with....

SMART DVD 2000

MULTI REGION -
NO MACROVISION
96khz / 24 bit sound
DVD, DVDR, VCD, CD, CDR, CDWR compatible. **AC3 Digital decoder onboard - supports DTS sound.** AC3 Digital optical output. **NTSC - PAL Multi system converter built in.** Full parental lock facility. **Multi angle compatible.** Fully featured remote control.

£249.99

WE NOW STOCK ALL THE LATEST REGION 1 DVD'S

MATRIX
MUMMY
TITANIC
CAPTURED
ARLINGTON ROAD
DUSK TILL DAWN 2
RAVENOUS
NIGHTMARE ON ELM STREET COLLECTION
THIN RED LINE

DVD FILMS DVD FILMS

SMART DVD.co.uk

YOUR CHEAPEST SOURCE FOR GAMES ACCESSORIES

EURO-ASIA TECHNOLOGIES

UNIT 3, FELTHAM BROOK INDUSTRIAL ESTATE,
FELTHAM, MIDDLESEX, TW13 7DU
Tel: 0208 890 3900 Fax: 0208 893 2942
24hr orderline - 01703 633 996
e-mail: smart@smartproducts.co.uk prices exclude postage + packing

Smartproducts.co.uk

smart dvd player £249.99

CALL FOR DETAILS ☎

We now stock all the latest VCD titles

SMART CARTRIDGE
THE POWER TO BUST YOUR GAMES WIDE OPEN!
THE ULTIMATE GAME BUSTER

the most powerfull games cartridge on the planet

£11.99 only

smart cartridge

WILL ALLOW YOU TO PLAY IMPORT GAMES ON A PLAYSTATION

Volume discounts available

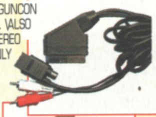
ACCESSORIES

GOLDEN BULLET GUN: VIBRATES FROM PLAYSTATION. WORKS WITH ALL NAMCO GAMES - £15.00

VCD ADAPTER - WITH BUILT IN SMART CARTRIDGE WILL PLAY VCD MOVIES AND GB GAMES ON THE PLAYSTATION ONLY £39.99
(This will not play DVD)

NEW PRODUCT
MP3 PLAYER FOR PLAYSTATION
£39.99

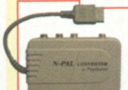
PLAYSTATION MP3 - PLAYS MP3 MUSIC FILES FROM CD. ALSO HAS SMART CARTRIDGE BUILT IN. £39.99



RGB CABLE GUNCON COMPATIBLE. \ALSO HAS HI-FI STEREO OUTPUT - ONLY £3.50

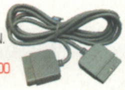
SONY 1MB COLOURFUL MEMORY CARDS - £6.50

INFR-RED CORDLESS DUAL SHOCK PADS £19.99

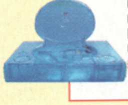


SMART 2 NTSC TO PAL CONVERTOR (WILL PLAY IMPORT GAMES IN COLOUR WITH A PAL AERIAL T.V.) - £15.00

SONY OFFICAL JOYPAD **BARGAIN PRICE** £5.00

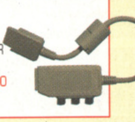


JOY PAD EXTENSION. WILL WORK WITH DUAL SHOCK - £5.00



COLOURED REPLACEMENT CASES FOR ALL MODEL PLAYSTATIONS MANY COLOURS AVALIABLE ONLY £19.99

TYPE - R RACING JOYPAD - BUILT IN DUAL SHOCK -ONLY £19.99



GUNCON ADAPTER FOR R.F OR RGB CABLE - £5.00

LOTS OF
OTHER PRODUCTS
AVAILABLE - PLEASE CALL
TRADE DISCOUNTS AVAILABLE

we can under cut anyone on prices including dreamcast so if you get a cheaper price from any other advertiser we will beat it that's guaranteed!

PRICES CORRECT AT POINT OF PRESS
All sales are subject to:
EURO-ASIA TECHNOLOGIES LTD. standard terms and conditions.
E&OE - CALL BEFORE ORDERING

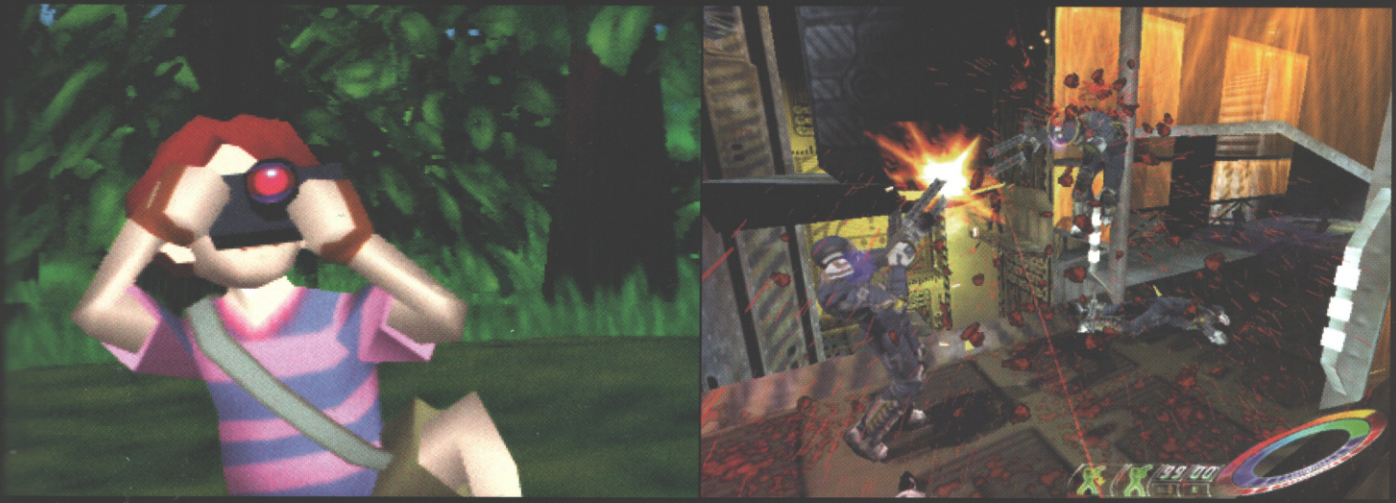
European Enquiries Welcome *European Enquiries Welcome*

MAJOR CREDIT CARDS ACCEPTED

IN computer and video GAMES ISSUE 220...

Lap
1/2
5th
Total Time
0:06.038
Lap Time
[--:--.---]
0:06.038
Replay
Lotus ELISE 190
0:09
0000
3

GRAN TURISMO 2...TOY STORY 2...SONIC THE HEDGEHOG POCKET ADVENTURE



POKEMON SNAP... MESSIAH

BE A QUAKE 3 GOD

Make the jump from 'I Can Win' to 'Nightmare'. Guaranteed

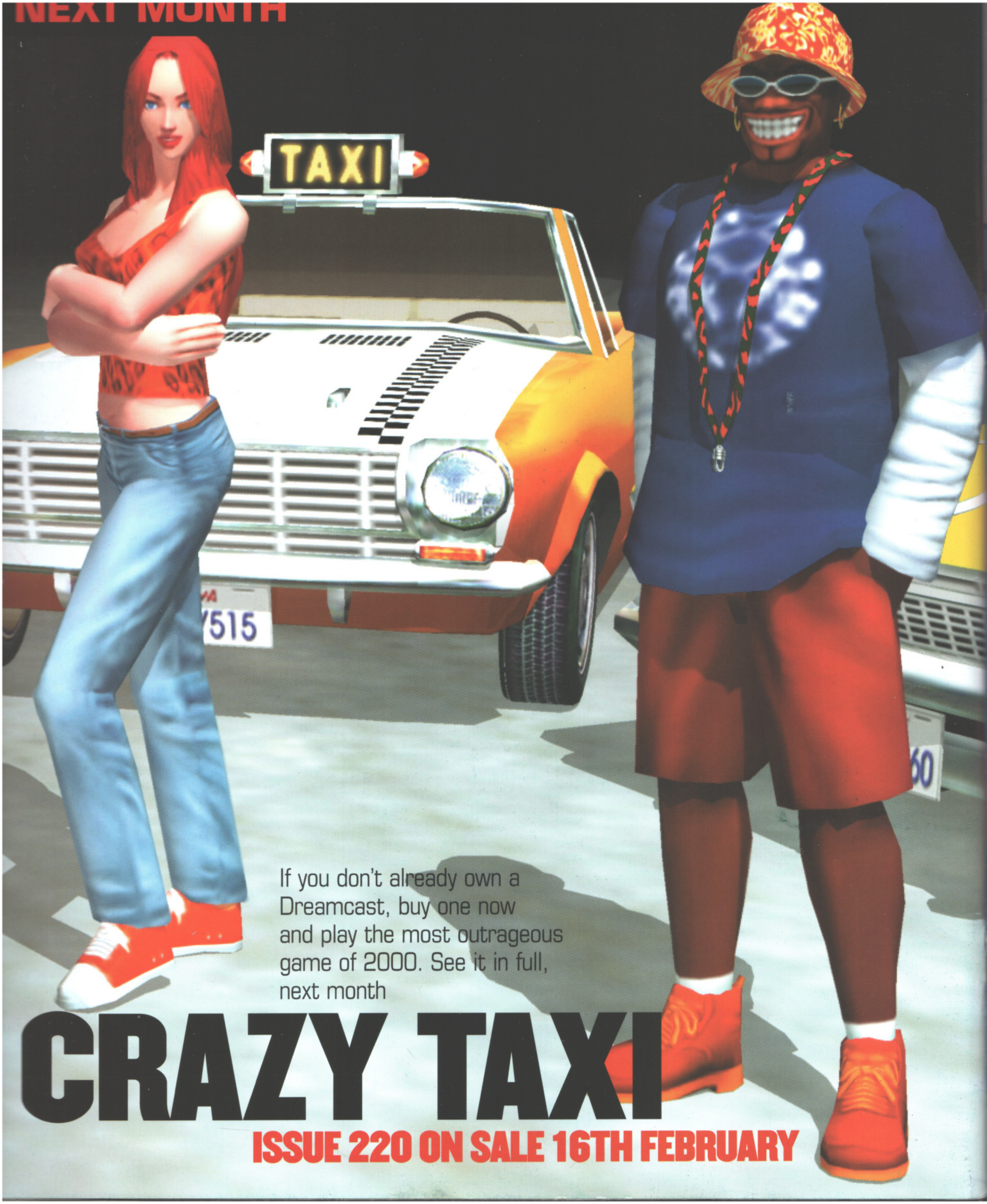
PARTY ANIMALS ONLY

The best party games, tested and rated

FINISH DONKEY KONG 64

Get the illusive last bananas – we show you how

PLUS, TURN OVER FOR ANOTHER computer and video GAMES SPECIAL...



If you don't already own a Dreamcast, buy one now and play the most outrageous game of 2000. See it in full, next month

CRAZY TAXI

ISSUE 220 ON SALE 16TH FEBRUARY

Win
0906
090
ANSW
SIX Points
* Min
Most competiti
Instant Win co
similar service

POKéMON PRIZES

Pokémon Game
with Gameboy Color!
Red 09069 181887
Blue 09069 181888

Pokémon Goodies!
Includes Posters, Toy monsters & more!
09069 181889

Pokémon Pinball Game! 09069 181884

Win SEGA Dreamcast!
09069 102891
Instant Win!
DREAMCAST WINNERS 09061 405092

Win Donkey Kong 64
09069 181883

Win N64 Colour
09069 181885
Instant Win!
NINTENDO WINNERS 09061 405093

Win £150 Games
09069 181882
Instant Win!

Win Buffy Goodies!
09069 102897

Win Silver Combi TV & Video!
09069 102896

Win WWF Wrestling Prizes!
WWF Videos 09069 102898
WWF N64 Attitude 09069 181880

PLAYSTATION & NINTENDO 64 CHEATS

Now with TombRaider 4 Cheats

INCLUDING CHEATS FOR THE TOP 10 GAMES!!!

Now with Donkey Kong Cheats

- Use SEARCH MODE to find your game.
- Press 2 to select game and enter PLAY MODE.
- Press 1 to go back through the list
- Press 3 to skip forward through the list.

09063 608060
CHEAT MACHINE

- Use PLAY MODE to hear cheats & tips.
- Press # for Action Replay to repeat tips.
- Press 0 to return to Search Mode.
- Press * at any time for Help.

Win Mini Hifi!
09069 102899

Win Ibiza Gear
T-Shirts, Videos, CD's
Albums and lots more.
IBIZA
09069 102894

Win Adidas Predator Boots!
09069 108940 Instant Win!

Win Panasonic Mobile Phone!
"Pay as you talk".
Vodaphone conditions apply.
Call charges not included.
09069 102893

Win DVD Player!
09069 181881 Instant Win!

Win NeoGeo! + Game
09069 102890

Win Sony PlayStation!
09069 181886
Instant Win!
PLAYSTATION WINNERS 09061 405090

Win Toshiba Laptop!
09069 102892
Instant Win!

Win Pentium III
09069 102895
Instant Win!
PENTIUM WINNERS 09061 405091

Go 4 Goals

ANSWER QUESTIONS THEN SCORE SIX GOALS TO WIN A GREAT CHOICE OF PRIZES

SIX Points wins * 14" TV! * Video Recorder! * Sony PlayStation! * Stereo System! * Nintendo 64! * Mini Disk Player! * Pool Table! + other Instant Win prizes if you score 4 or 5 Points!

09061 405086 Instant Win!

PRIZeBUSTeR

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

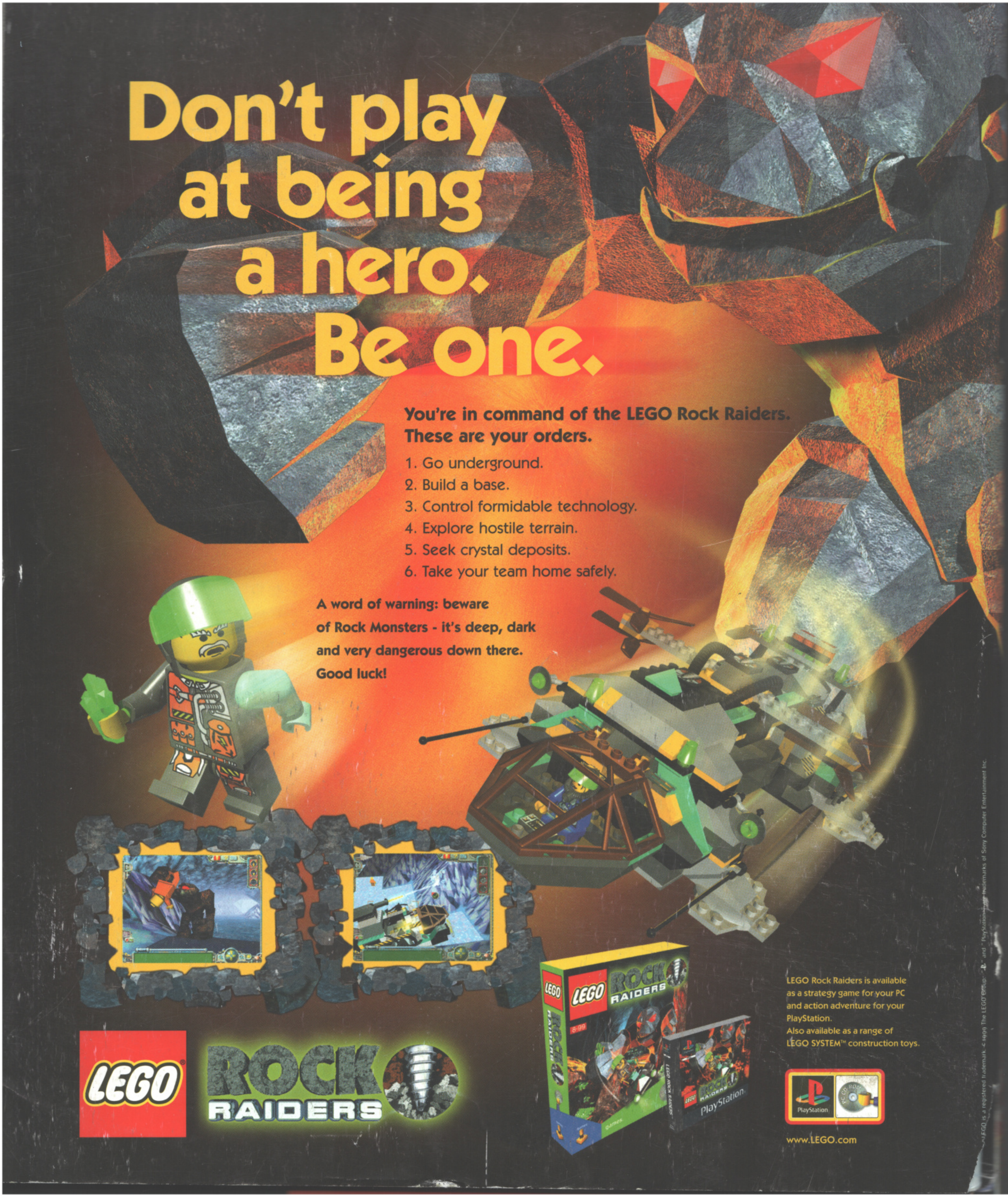
Score 30 points or more to start winning! Win Personal Stereos, ghetto blasters, radios, databanks, Video Players, PlayStations, Colour TV's and a top prize of a Pentium III computer

09061 405095 Instant Win!

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 29th February 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Cliam Number to InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. www.InfoMedia-Services.co.uk

CUSTOMER HELPLINE: If you have difficulty with any of these services, then call 01 604 624 634



Don't play at being a hero. Be one.

You're in command of the LEGO Rock Raiders. These are your orders.

1. Go underground.
2. Build a base.
3. Control formidable technology.
4. Explore hostile terrain.
5. Seek crystal deposits.
6. Take your team home safely.

A word of warning: beware of Rock Monsters - it's deep, dark and very dangerous down there. Good luck!

LEGO Rock Raiders is available as a strategy game for your PC and action adventure for your PlayStation.
Also available as a range of LEGO SYSTEM™ construction toys.

www.LEGO.com

LEGO is a registered trademark. © 1999 The LEGO Group. " " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.